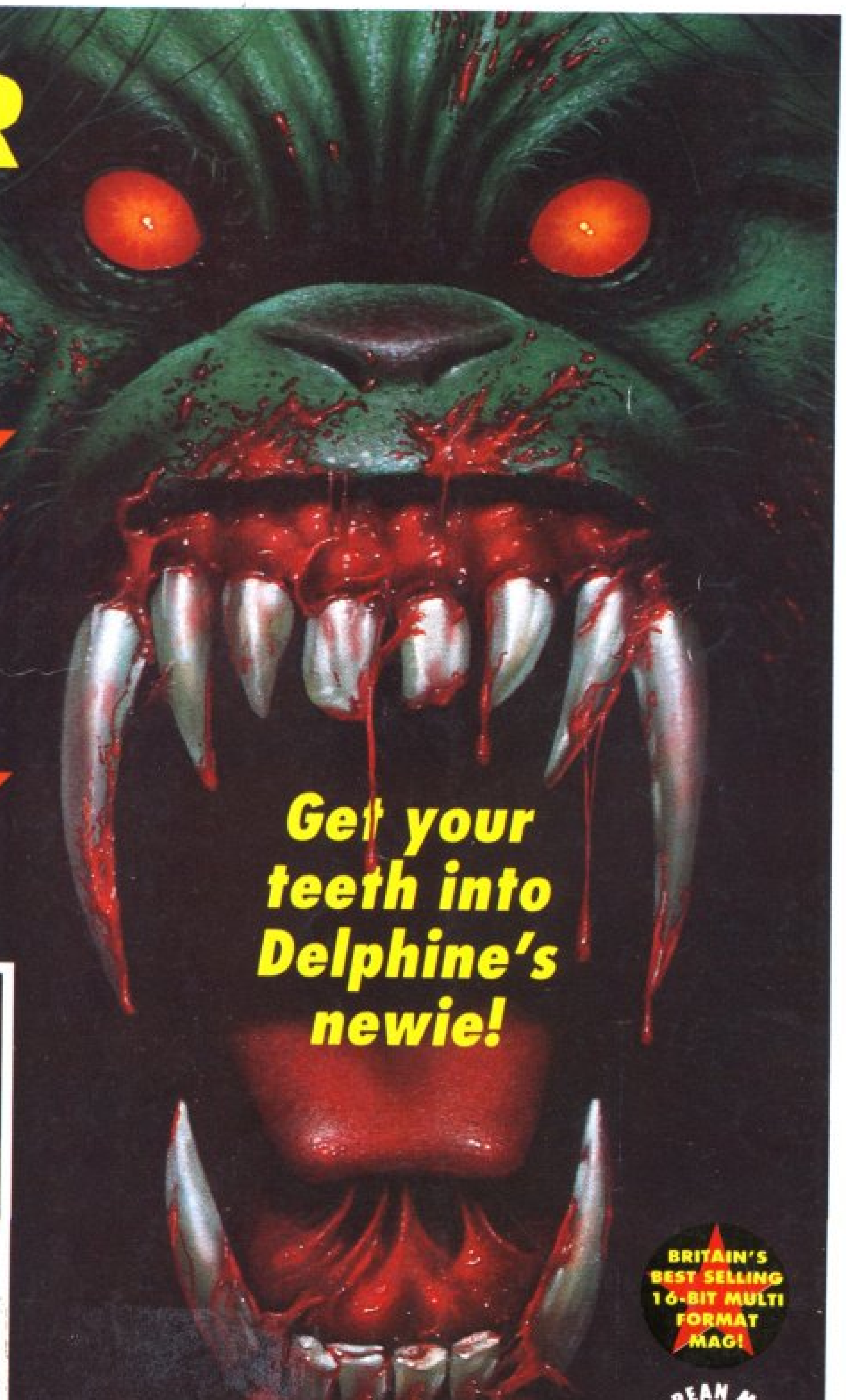
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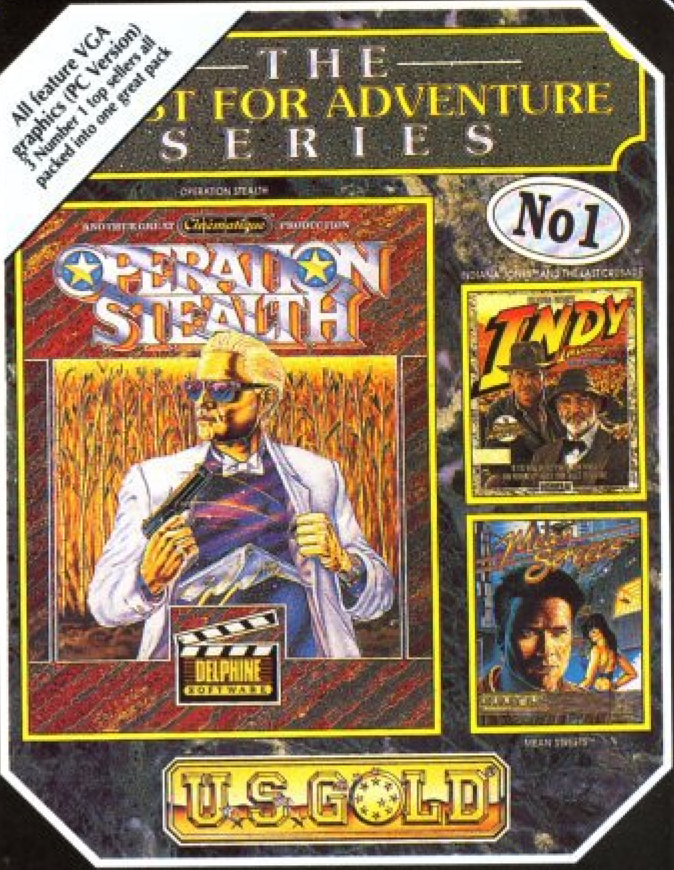


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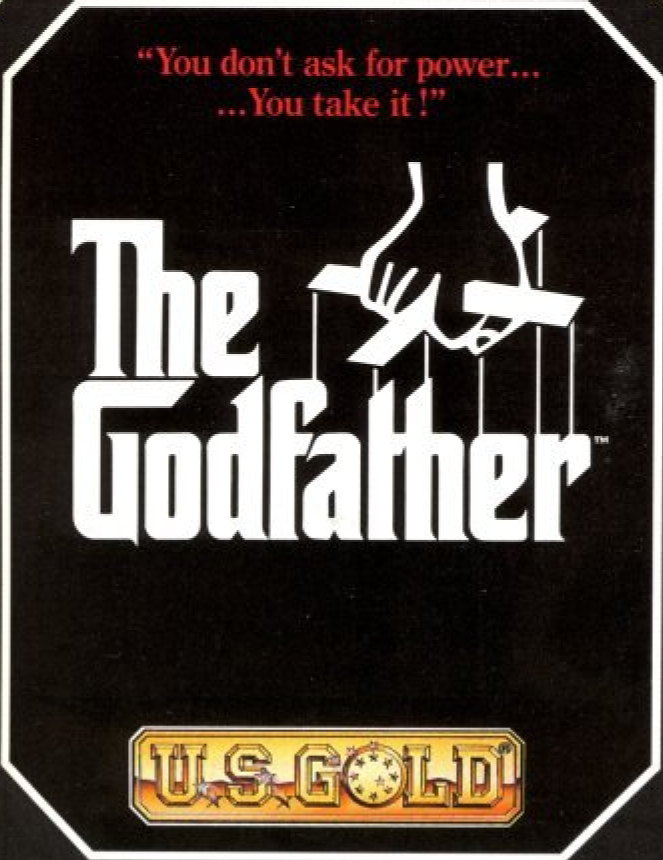
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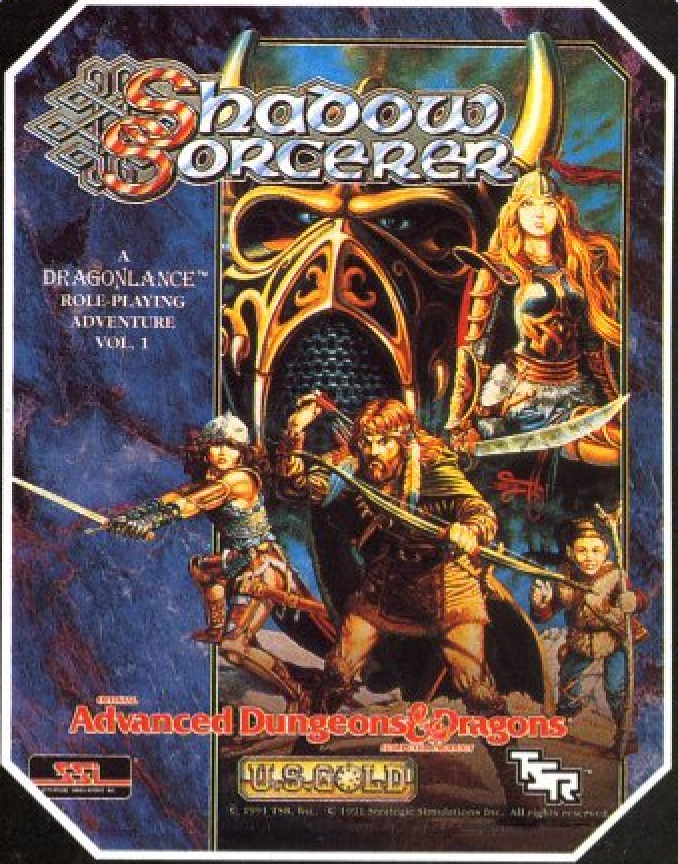


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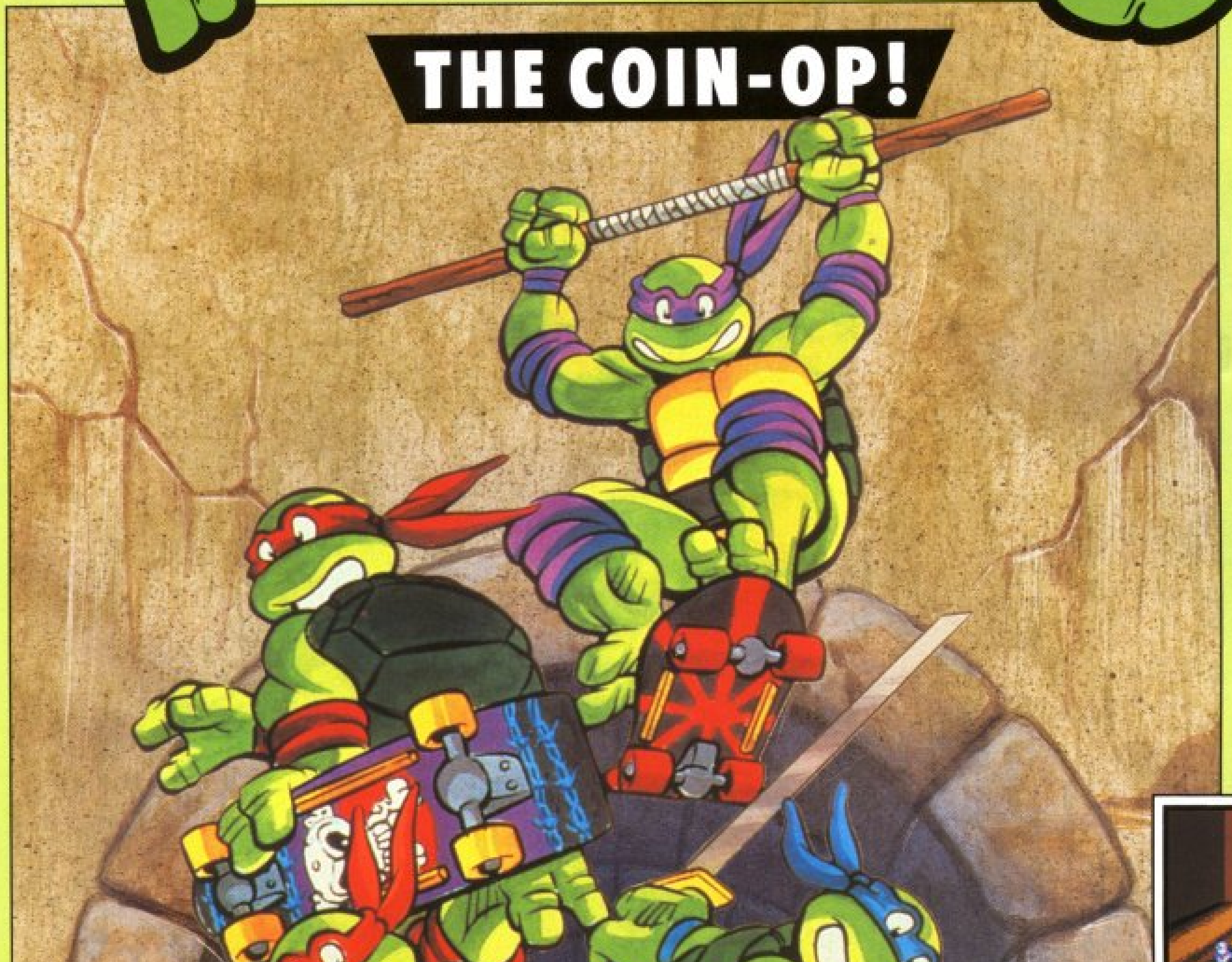
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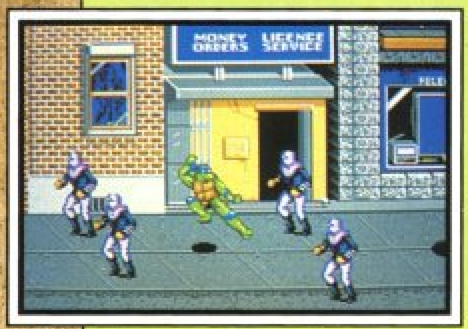


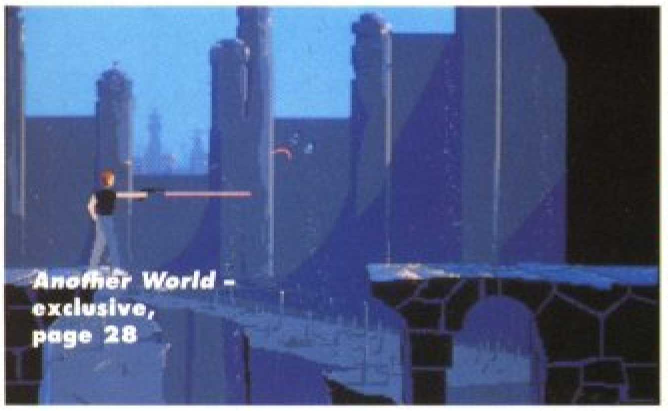
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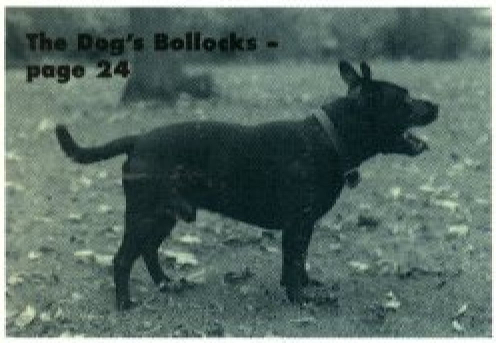
ZERO 27



Robocop 3 – page 60



Another World – exclusive, page 28



The Dog's Bollocks – page 24

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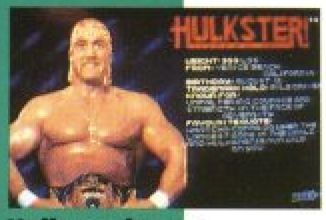
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GAMES LIST

We've got a great big, long one! Let your fingers do the walking down below to check out what goes where.

REVIEWS



Hulk on down – page 34

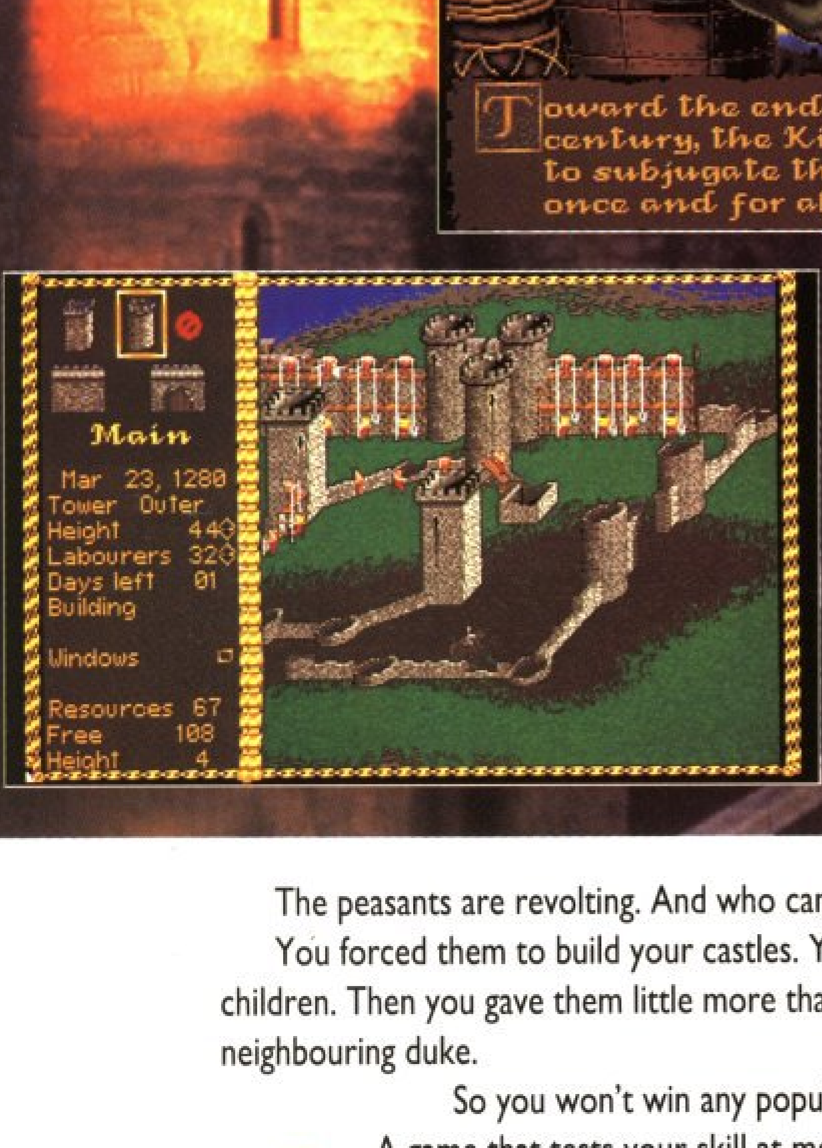


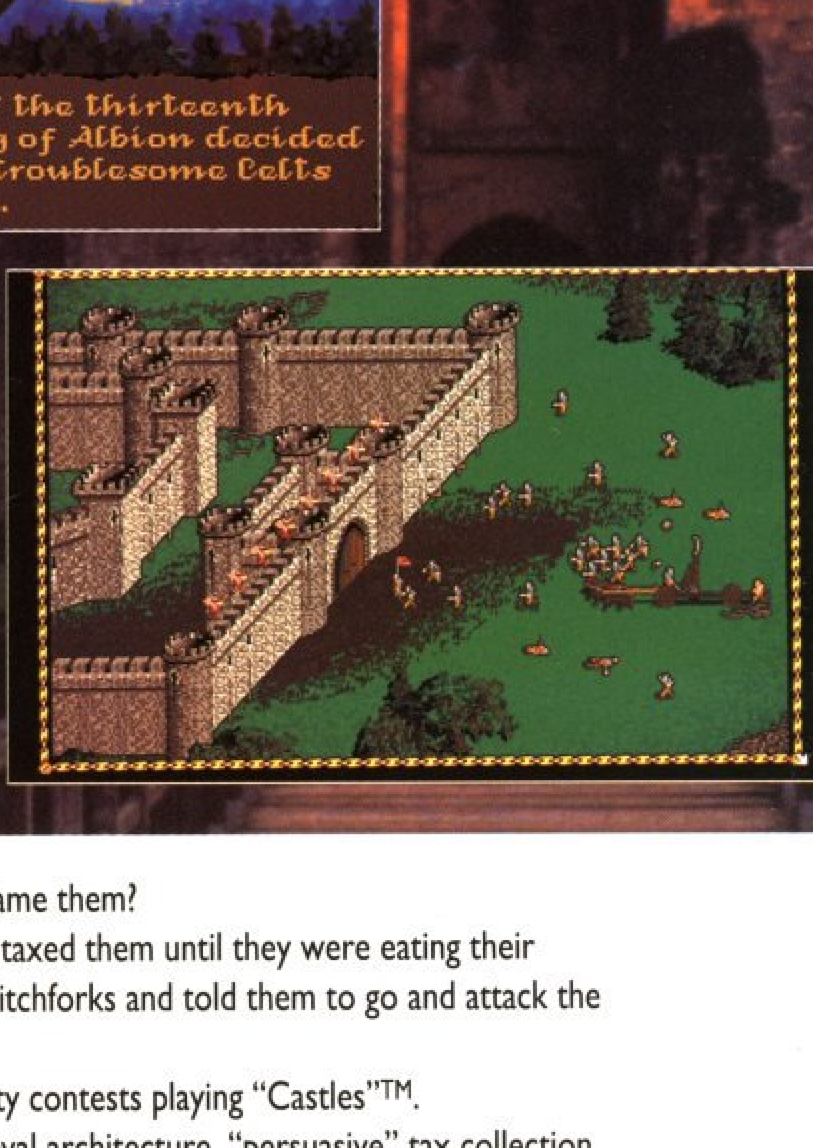
Enter the *Shadowlands* – page 21

PREVIEWS

YOU'LL NEED TO BE PART-ARCHITECT, PART-GENERAL AND COMPLETE MONEY-GRABBING, TWO-FACED LIAR







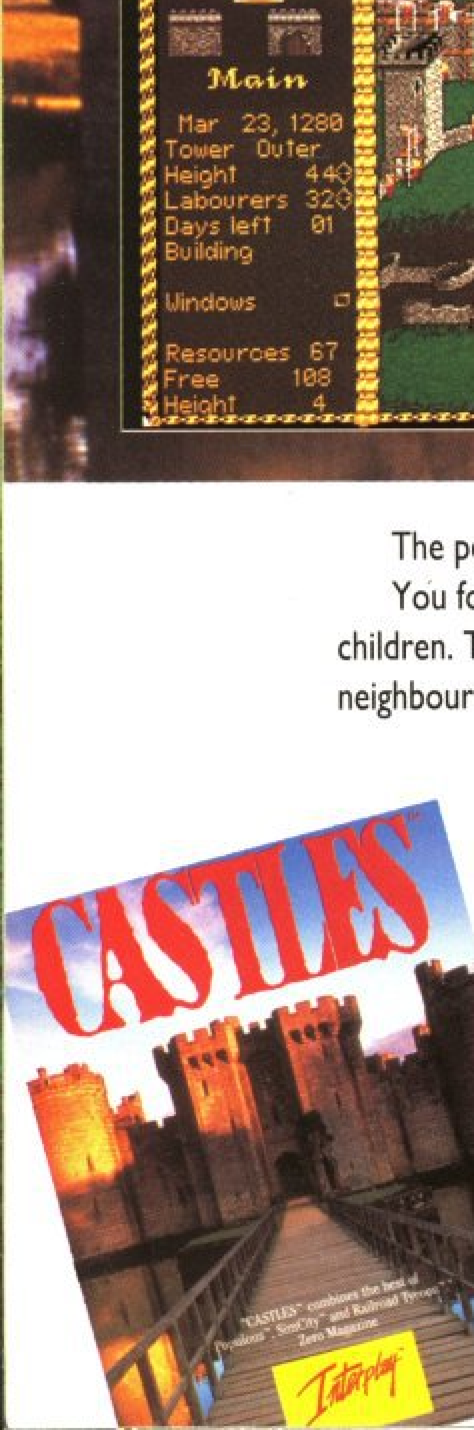
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DISKY ON THE ROCKS

Smart! That's the only word to describe this month's splendid cover disk. For Amiga owners there are *two* fab playable demos – one including a corking competition to win a remote-controlled tank! For ST owners there's an interactive demo and a complete PD game. Phew! It doesn't get much hotter than this!

PACIFIC ISLANDS

(TEAM YANKEE II)

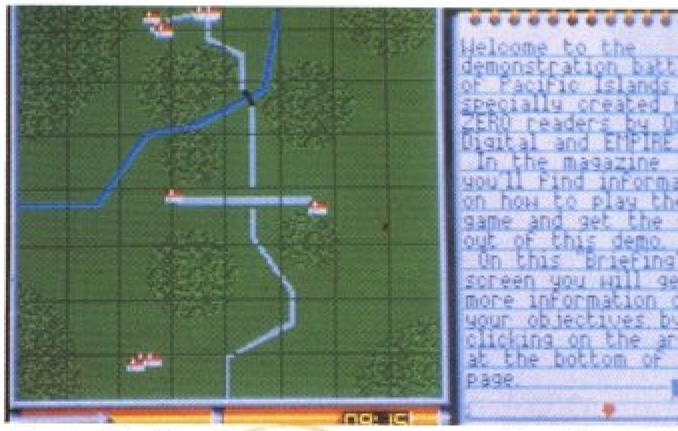
Empire

A real state-of-the-art tank simulator. This demo contains the first tank battle of the game. The full product will have over 30 battles and more features – look out for it in the shops in January.

CONTROLS

The game may be run using either mouse or keyboard, but a mouse is recommended. There are certain keyboard shortcuts:

F1 or 1: Choose Unit 1.
F2 or 2: Choose Unit 2.
F3 or 3: Choose Unit 3.
F4 or 4: Choose Unit 4.
F7 or 7: Select map view for chosen unit.
F8 or 8: Select 3D view for chosen unit.
F9 or 9: Select status view for chosen unit.
F10 or 10: Toggle between the above three views.
Esc: Toggle between 'Quadrant' and 'Full Screen' views.



***The Pacific Islands* – sun, sea, sex, tank battles... your average Club Med, really.**

THE START-UP SCREEN

The first screen is the filing screen. The icon in the bottom left quits the game. To start the game, click on one of the files, type in your name and follow the on-screen instructions to select the island.

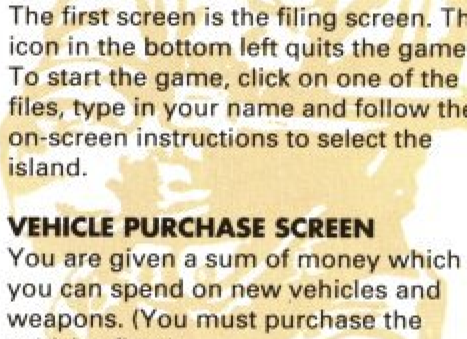
VEHICLE PURCHASE SCREEN

You are given a sum of money which you can spend on new vehicles and weapons. (You must purchase the vehicles first.)

Then you're offered a default selection. Answer yes or no. If you answer NO, purchase vehicles for all your units yourself.

The three icons on the left all work in the same manner. Use the left and right arrows to view the available purchases and their price. Use the tick to confirm purchase.

The topmost icon is for vehicle purchase. (Damaged vehicles are available at a cheaper price.) The middle icon is for weapon purchase – these will be distributed automatically between your available vehicles. The bottom icon



Bang a Jap in *Team Yankee II!*

DAYLIGHT ROBBERY

Electronic Zoo

Daylight Robbery, an addictive collect 'em up platform game with an unusual flip-gravity playing system, can be played by up to three players (pretty unusual, eh?). Two of them use joysticks and the weediest player (who can't fight as well as the others) uses the keyboard.

You want a plot? We gotta plot! A dog, a cat, a mole and a gopher team up to form a gang of robbers. Their first raid flops and everyone but the gopher ends up in chokey. The over-enthusiastic gopher makes a ratatouille of himself trying to free his chums, reducing the gang to three determined thieves.

INSTRUCTIONS

Use the Bomb icon to click on the following options:

Characters In Prison: Selects number of players (1-3).
The Bird: Turns sound on/off.



The Spider: Shows last game played.
The Snail: He falls down (and that's all – a bit 'French', eh?).
The Barrel: Shows you the baddies you'll face in the game. Start the game by clicking on the handle of the detonator (by the barrel). The machine shows you the colours of the gems you have to collect in the order they have to be collected. Press fire to jump from floor to ceiling, and *do* try to avoid being paralysed by the baddies. Use the wrap-around screens to evade your enemies, plan ahead to work out the quickest route to take and collect all the gems before the time runs out – or spend your life on a draylon sofa finding Noel Edmonds' jokes funny.

allows you to repair the damage to your tanks, improve the morale of your tank crews and increment the time.

Note:

You can't arm an M1 Abrams with TOW. The M2 Bradley can only arm with TOW and Smoke missiles.
M113 and ITV can only accept TOW missiles.

Click on the icon in the top left hand corner to transfer to the briefing screen.

BRIEFING SCREEN

The briefing screen presents the battle map for your forthcoming engagement. Information is given on the notebook on the right. The Cross Swords icon on the top left of the screen starts the battle.

GAMEPLAY SCREENS

Pacific Islands offers full control over each of the four tank units available, and the game can either display the actions of all four simultaneously (the 'Quadrant



Four different screens to get tanked-up on!

Mode') or only one unit ('Full-screen Mode'). You may display, for each unit, either an overhead map view, a 3D view of the battlefield, or a status screen by using the three icons at the top right of the quadrant.

On the right is a column of information displaying the time and relative strengths of the two sides. Beneath the *Pacific Islands* logo there are two icons – the left one quits, the right one pauses.

QUADRANT VIEWS

The game starts in 3D 'Quadrant View', displaying all four units. This allows you to look at the battlefield and fire your weapons. (Your movement is controlled from 'Map View' – see below.) To the bottom right of each quadrant, the available weapons are displayed. These are loaded by clicking on the relevant icon and waiting for it to light up (loading time). Your mouse pointer transforms into a set of sights over the 3D display – once the weapon is loaded, set your sights on the object you wish to fire at, and press the fire button.

To rotate the view, either put the cursor over the view and press the RIGHT mouse button, or click on the two arrows on either side of the compass display. The upper compass shows the turret direction, the lower compass shows the tank's direction. The downward-facing arrow to the left of the compass halts your unit. The icon below this magnifies the viewing field.

MAP VIEW

Zoom the view using the icons above and below the scale reading at the centre right of the quadrant. Scroll the map using the right mouse button.



Set a destination by clicking on the map and clicking. This leaves a cross which your unit will now move toward. The slider bar to the right of the quadrant adjusts the speed. Opposition vehicles in the battle area are displayed on the map if they come within range.

STATUS ICON

Clicking on the spanner icon shows the status view of each tank in the unit. Two horizontal bars represent the unit's morale (upper bar) and the vehicle's damage (lower bar). A destroyed vehicle is red. If, however, a whole unit is destroyed the display then automatically reverts to the status view.

FULL-SCREEN VIEW

Should you wish to do so, you may home in on just one unit by clicking on the expand view icon at the top left of any quadrant. This has more features. The engine smoke icon is to the left. Beneath this is the infra-red image icon. Underneath the missile- loading icons is a laser range-finder.

LLAMATRON

Llamasoft

Llamatron, by Jeff Minter, is the first of two games in this issue to feature a two-joystick control method. It's a shareware game, so if you like it as much as we do and intend to keep it, you should do the decent thing and send money to the address mentioned in the game. Remember – honesty is the best policy.

Basically, it's a no-nonsense megablast. You, the llama, (and, if you want, your droid sidekick) blow the sheep to smithereens while avoiding being sent there yourself. With one joystick, you can still shoot in directions other than that which you're travelling (if you're quick), but the game is better with two joysticks, and Jeff Minter really is a wonderful person (for a hippie).



The two-joystick method – you won't find it in the *Kama Sutra*.

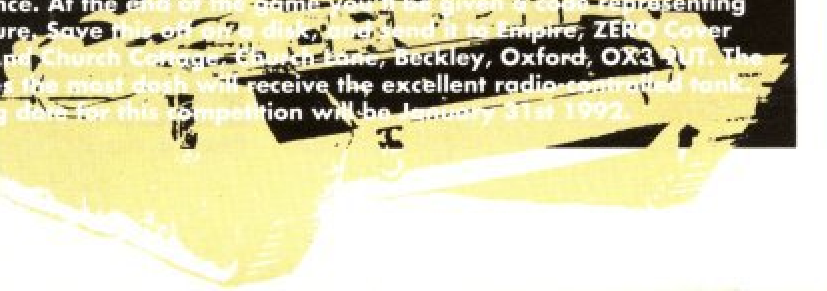
CONTROLS

LLamatron can be played using mouse or keyboard, with one or two players. Control is straightforward, but there is an additional feature – by holding down the fire button you can lock the fire direction.

We got the game from **Merton Public Domain Library, 10 Grasmere Avenue, Merton Park, London SW19 3DX.** If you're interested in getting some more PD and shareware games, send a blank disk along with a large SAE or 99p, and they'll send you their disk catalogue which also contains a free game: *8-Ball Pool*.

WIN A FAB RADIO-CONTROLLED *TANK!*

Yep, those very nice people from Empire have fixed it for you to win a brill radio-controlled tank worth two hundred sovs! *Team Yankee II* works with cash. You start with some, you buy your first lot of tanks with it, then you get awarded more during the battle to enable you to replenish your armaments for the next conflict. In our demo of course you've only got one battle, but you'll still be awarded cash for your performance. At the end of the game you'll be given a code representing your final cash figure. Save this off on a disk, and send it to Empire, ZERO Cover Disk Compo, Bee And Church Cottage, Church Lane, Beckley, Oxford, OX3 9UT. The person who accrues the most dosh will receive the excellent radio-controlled tank. Hurrah! The closing date for this competition will be January 31st 1992.



DISK DUFFER

Oh oh. Your super dooper cover-disk is up the duff. Don't despair, help is at hand. So here are a few handy hints to get the ball rolling:-

1. Make sure your computer is the correct format for the demo/game in question. The label tells you which program is for which format.

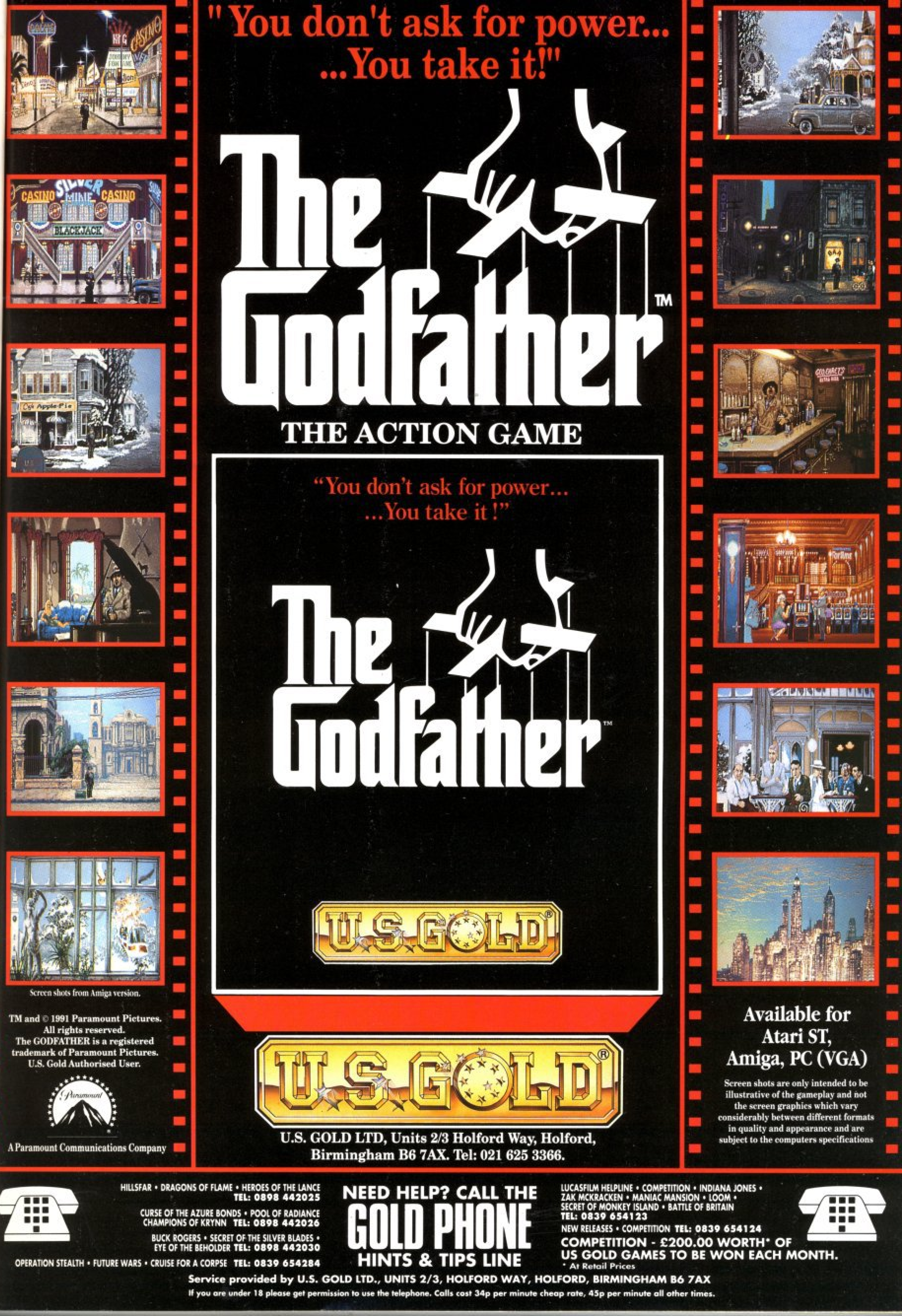
2. If your disk has been damaged in the post, or newsies – ie it is bent. Please don't poke it into your machine. Dennis Publishing will not be held responsible for damage caused to your hardware by damaged disks.

3. Okay, so you've popped the disk into the correct machine and nothing has happened. It's faulty, right? Right then...

4. Pop your disk into a padded envelope together with a note explaining the problem and your name and address, then mail it to ZERO Disk Returns, Production And Distribution, TIB House, 11 Edward Street, Bradford, BD4 7BH. On the other hand, if you think your prob can be solved by a quick phonecall, then call the ZERO Disk Prob Hotline on (0274) 736 990.

STOP PRESS..STOP PRESS..

Sorry folks, but we've had a few problems with *Team Yankee II* and the memory limitations of cramming all the goodies onto our disk. Unfortunately the game won't work on the Amiga A500+ or on the Amiga 0.5Mb A500's. So please don't send the disks back to us – you have been warned.



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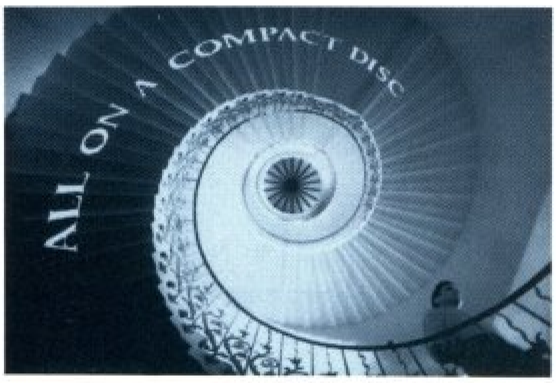
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4 GAME COMPILATION



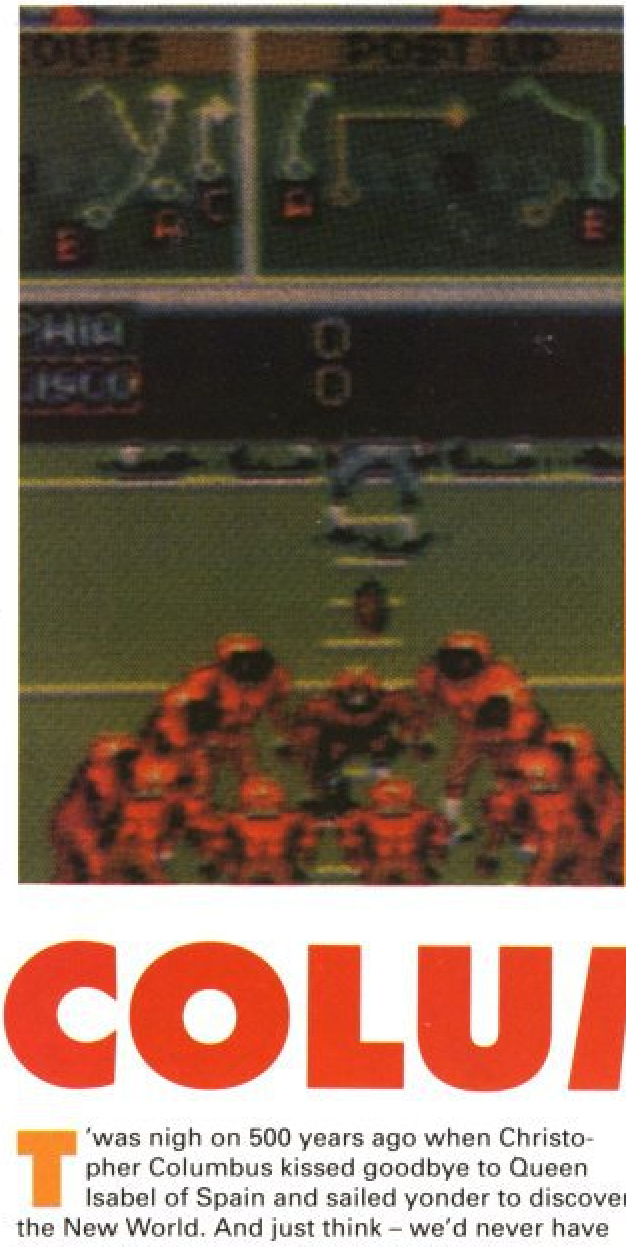
CDTV PRICE CUT

Something tells us Commodore's Amiga based CDTV isn't doing quite as well as was hoped. Commodore has now slashed the price of its hi-tech machine by 100 sovs, from £599.99 to £499.99 in time for the Christmas rush. However, Stephen Franklin, managing director of Commodore is confident of success: "Now that we have proof that the CDTV is established in the general consumer market, we are able to adjust the price to reflect this." The company has also announced its plans to establish a CDTV consortium in Japan which will develop titles for the lucrative Japanese market. Now if you refer back to the scenario last issue (where a little old lady gave you 600 pounds for rescuing her cat) you could now buy a CDTV and 101 Trebor Fruit Salads!



HIS MASTER'S VOICE ON THE GAME

The furious high street world of computer retailing has a new competitor. HMV has joined the ranks of Virgin, Boots, Smiths and the like with the launch of new departments in three of its largest stores: Reading, Southend and London's Oxford Street. The company has teamed up with major distributor, Centresoft and will be selling a wide selection of software across all formats. For the time being though, hardware will be limited to consoles (boo hiss) and Sega and Atari handhelds. HMV is confident that it will extend this pilot scheme throughout the country in 1992. And then it really will be dog eat dog.



MADDEN THE AMIGA

After Electronic Arts' runaway success with *John Madden's Football* on the Sega Mega Drive, the company is busy developing the Amiga version. Hurrah! It's been coded for over seven months and not only will it retain the speed and excitement of the original, but it will also be slightly enhanced. The computer opponent will now be even smarter. It'll supervise its team in a more intelligent manner and several bugs have also been ironed out. So with the new Am footie craze, will *John Madden* outrun *Mike Ditka's Ultimate football*? You'll have to wait till next month to find out.

COLUMBUS

'Twas nigh on 500 years ago when Christopher Columbus kissed goodbye to Queen Isabel of Spain and sailed yonder to discover the New World. And just think – we'd never have experienced the joy of The Lambada had it not been for good old Columbus. To celebrate this feat and numerous others, Matthew Stibbe, author of *'Nam* has teamed up with Domark to produce *Columbus*, the computer game, to be released in Autumn 1992. The game will be a mixture of strategy and adventure set in Europe, the New World and, shiver me timbers, the high seas. You'll be given the chance to try your hand at the exciting pastimes of the late middle ages such as empire building, trading, exploring and wenching. *(I beg your pardon? Ed.) Columbus* is played mainly on a national level: you choose the nationality of one of the famous exploring nations from England, Spain, Portugal, Italy, France and Holland. As monarch, you make provisions to go forth and conquer. You'll have the opportunity to destroy your enemy's fleet and we're promised bloody graphics to enhance the experience (yeuch). However, the smart thing is that you'll also be able to indulge in a bit of piracy. *Columbus* is set for release on all formats in October 1992.



PC CHART

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3. **WINTER CHALLENGE** Accolade
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8. **RIDERS OF ROHAN** PSS/Mirrorsoft
9. **TERMINATOR 2** Ocean
10. **LINKS** Access/US Gold

Shipping charts supplied by Virgin Computer Games Shop, Virgin Megastore, Oxford Street, London W1. Tel. (071) 631 1234.

PLAYING FOOTSIE



The press release accompanying this new-fangled gadget was a woeful tale about Little Johnny and how crap he was at playing computer games. Not even Jenny, his favourite chick, would look at him. Until, that is, his uncle gave him a present. Can you guess what it was? No, not a posing pouch or a leopard skin catsuit, but a rather fetching Foot Pedal Controller. Wow! No wonder his life was instantly transformed. With his new Foot Pedal Controller, he thought his waggling days were over (oo-er). He cried "Begone, foul joysticks" and thanked Quickjoy personally for the release of its Foot Pedal Controller, enabling him to perfect the acceleration and thrusting he had hitherto found impossible. He discovered that it was especially useful for car games and even some beat 'em ups. Unfortunately, however, little Johnny hadn't realised that the Foot Pedal works in conjunction with a conventional joystick. It has three pedals which are used in the same way as a clutch, accelerator and brake. In addition, these pedals can be programmed to replace any three of the five functions of a normal joystick. It's suitable for ST and Amigas, priced £24.99 and available from local retailers. So if you want to put your foot down, you know what to do – buy a car (ho, ho).

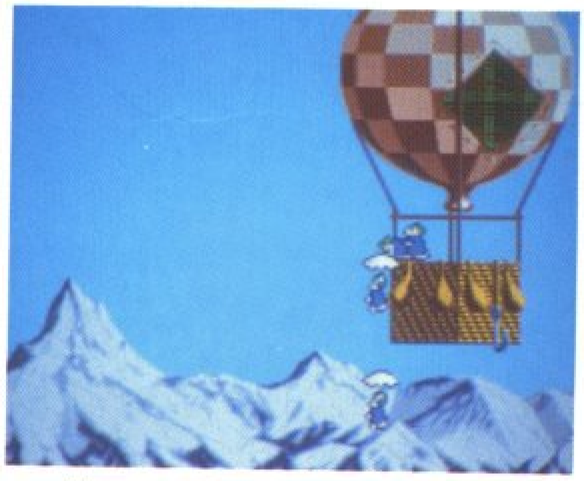
ST CHART

1. **MEGA LO MANIA** Mirrorsoft
2. **SMASH TV** Ocean
3. **CRUISE FOR A CORPSE** Delphine/US Gold
4. **SHADOW SORCEROR** SSI/US Gold
5. **SUPER SPACE INVADERS** Domark
6. **SILENT SERVICE II (1MEG)** MicroProse
7. **JIMMY WHITE'S SNOOKER** Virgin
8. **LEMMINGS** Psygnosis
9. **WORLD CLASS RUGBY** Audiogenic
10. **FINAL FLIGHT** US Gold

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GAME FOR A LAUGH?





Picture the scene. A half-deserted church, swirls of mist, strange mechanical devices lurking out of the gloom, and then an inhuman laugh that sends a shiver up even the most manly of spines. Out of the gloom lurks a face, not wholly human, disfigured by a leering grin. Then in a high-pitched, manic voice float the words: "Oh I know the answer David, I know the answer".

All of a sudden, light floods in from large lamps and the full figure of Emlyn Hughes staggers forward. Only slightly less horrific now that we can see all of him, he presents a gold-plated joystick to a bemused kid and wanders off.

Nightmare or just too much cooking sherry? Well, actually it's none of these, but is in fact Channel Four's new TV prog entitled *Gamesmaster*. A stonking idea that combines all the best bits from a computer mag and the slightly less good bits from a tacky game show. Jammed full of reviews, previews and tips each week, it also includes a game-based challenge. A famous dude and a member of Joe Public pit their gaming ability against each other in search of the fabled Golden Joystick. The 'funny' bit is that you have Annabel Croft playing a tennis game or Emlyn Hughes playing a footie game. Laugh? I nearly did. Featured games include *Man United, Final Blow* and *Lemmings* on the Amiga, and a whole bunch of stuff on assorted consoles, including *Sonic, Mario 3* and *Shadow Dancer.* Look out for ex-decent tennis player Pat Cash *trying* to play *Base Ball* on the Neo Geo.

Described as a 'gothic cyber punk' games show by the producers, you get the feeling that it could be a bit of a giggle, as long as it keeps its tongue lodged firmly in its cheek. After all how could any prog take itself seriously with a presenter called Dominik?





ON THE GRAPEVINE

● News of more Chrimbo compilations is arriving each time the postie pays a visit to Chez ZERO. Latest offerings include **Soccer Stars** from Empire and **Super Heroes** from Domark. *Soccer Stars* will compile *Kick Off 2, Gazza II, Emlyn Hughes International Soccer,* and *MicroProse Soccer,* and will appear on all formats. Domark's offering will comprise *The Spy Who Loved Me, Last Ninja 2, Indiana Jones And The Last Crusade* and *Robocop. Super Heroes* will be available on ST and Amiga priced £29.99. Domark will also be following up this title with **TNT 2 – Double Dynamite**, a compilation 'of five amazing Tengen titles'. Hmm, we'll reserve our judgement on this one 'till it arrives on ST and Amiga in January.

● With the industry being in the state it is, it's little wonder the software companies would rather release a sequel than an original prod. Here's a quick run through of sequels in the pipeline: **Kick Off 3, Elite 2, Epic 2** (and *Epic* is rumoured to be destined for CDTV), **Drakkhen 2, BAT II** and **Ultima VII**.

● The Sales Curve, currently working on coin-op conversions of **Double Dragon III, Big Run** and **Indy Heat** has just acquired UK publishing rights for US publisher Hi Tech. Hi Tech is the company with the rights to *The Jetsons, The Flintstones* and *Looney Tunes*. It also boasts an extensive range of educational software carrying the Sesame Street licence and was responsible for the truly wonderful **Barbie Fashion Design** program.

● Ocean licensing news includes the acquisition of Spielberg movie, **Hook** starring Robin Williams, Bob Hoskins and everyone else who's famous. The game will be closely based on the film, which of course will be based on the story of Peter Pan. Hook will be available on ST, Amiga and PC. Meanwhile a little bird tells us (no, not Jeanette Krankie) that the conversion of the forthcoming movie **The Addams Family** is shaping up as a birrova corker.

● Andrew Braybrook, leading light behind Graftgold – the geezers behind *Rainbow Islands, Simulcra, Paradroid '90,* are currently working on a new cutesy platform romp for Mirrorsoft. Called **Fire And Ice**, the game stars a sort of dog-like creature that uses ice as both weapon and tool. Can you help him drive the fire monsters away from his favourite cold environment? Find out early in the new year when the ST and Amiga versions appear on the Image Works label.

INFOGRAMES' DISNEY DESIGNS



TURBO CHARGE

System 3 is now thrusting itself into the furious world of racing games. It's also made a rather rash promise that its game is going to be radically different. A little *Chase HQ*-y in style, the plot involves a crime baron who has discovered where the United Nation's Third World Arms are hidden. He's sent his mob to get hold of them and it's your task to stop them.

Now onto the 'different' aspect of *Turbo Charge*. Its control system will give you more control of the car's movements. So rather than learning to drive the wretched thing, you can give your all to the car chase and the shooting. *Turbo Charge* will be in the shops mid-December, on Amiga, priced £25.99.

CHART

1. **LOTUS CHALLENGE II** Gremlin
2. **MEGA LO MANIA** Mirrorsoft
3. **ALIEN BREED** Team 17
4. **ROBOCOD** Millennium
5. **JIMMY WHITE'S SNOOKER** Virgin
6. **FINAL FLIGHT** US Gold
7. **WORLD CLASS RUGBY** Audiogenic
8. **SHADOW SORCEROR** SSI/US Gold
9. **4D BOXING** Mindscape
10. **FUN SCHOOL 4** Europress

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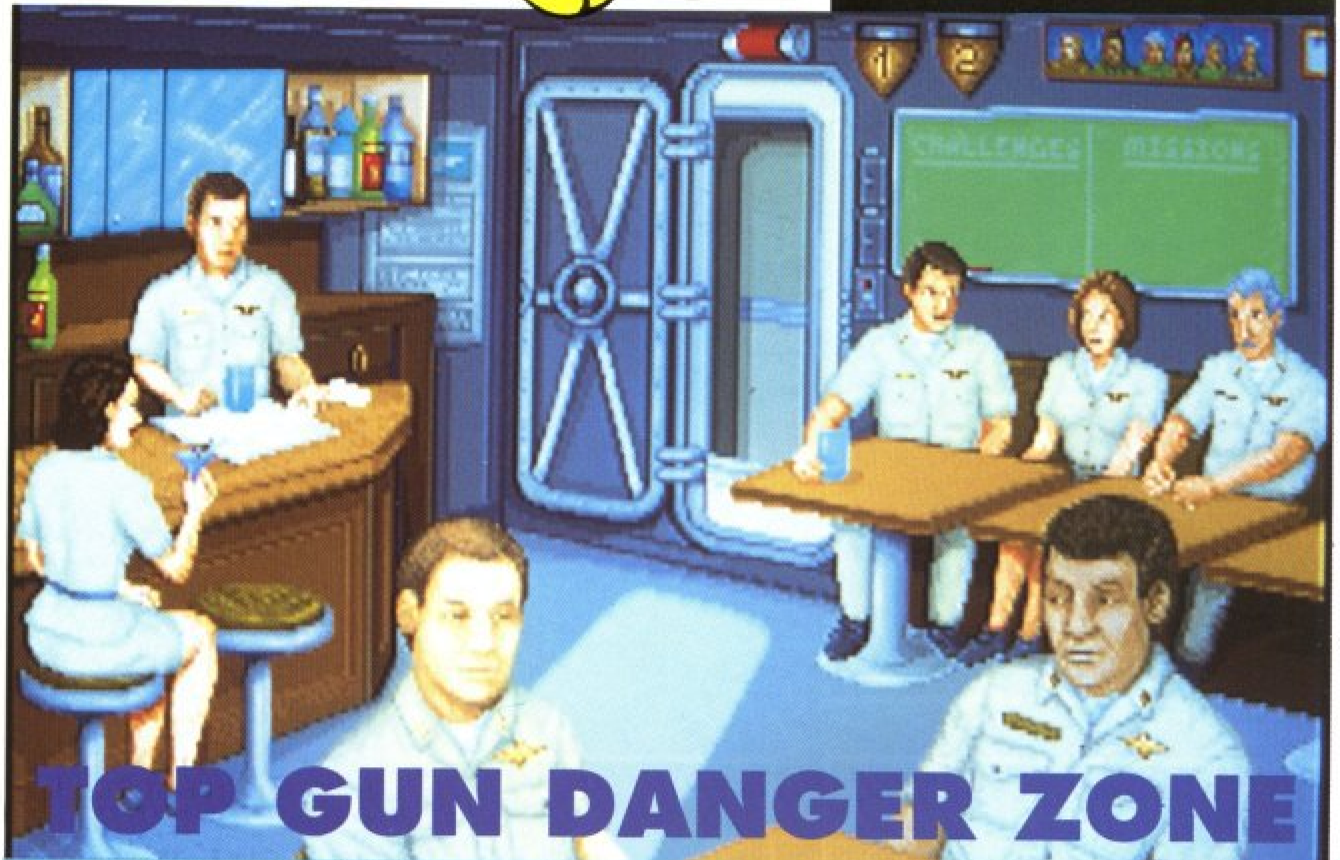
After the rather dodgy conversions of Disney titles like *Arachnophobia* and the abysmal *Dick Tracy* by Titus, here's some good news for Disney fans. The latest titles, including the well-impressive ones we saw in Chicago, will be released in the UK through Infogrames. These include the Roger Rabbit interactive cartoon *Hare Raising Havoc*, the flying and filming sim *Stunt Island* and the new movie licence *The Rocketeer*. All these games will support The Sound Source, a new accessory that plugs into a PC's parallel port to enhance speech music and sound effects. A further part of the deal is that Infogrames (who coded *Fantasia* on the Mega Drive) will produce three original new titles for Disney.





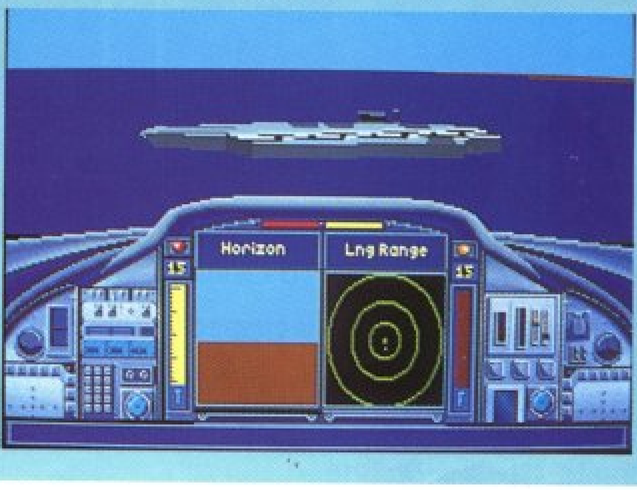
● Purveyors of Weirdness, French publisher Titus looks set to exploit the success of its rather neat *Blues Brothers* licence by releasing a new game, **Lagaf**. (Well, that's the French title – wierd or what?) It looks practically the same as the *Blues*, except the main sprite is based on 'the famous singer/impressionist of the same name' (What?). Lagaf has to rescue the Zoubida imprisoned by the Fatma in his Morrocan palace. Well, alright, never mind the scenario... if the gameplay is as good as *Blues Brothers'* and it sports twenty levels (instead of the *Blues'* five) it could be well smart. Expect *Lagaf* on all formats in December.

● Napoleon is about to get the computer game treatment in two new titles. Impressions is going to release **Great Napoleonic Battles** on Amiga and ST and Infogrames is to market Koei's **The Emperor** charting the whole of Napoleon's career for your PC. Both games should be available in the shops as you read this.

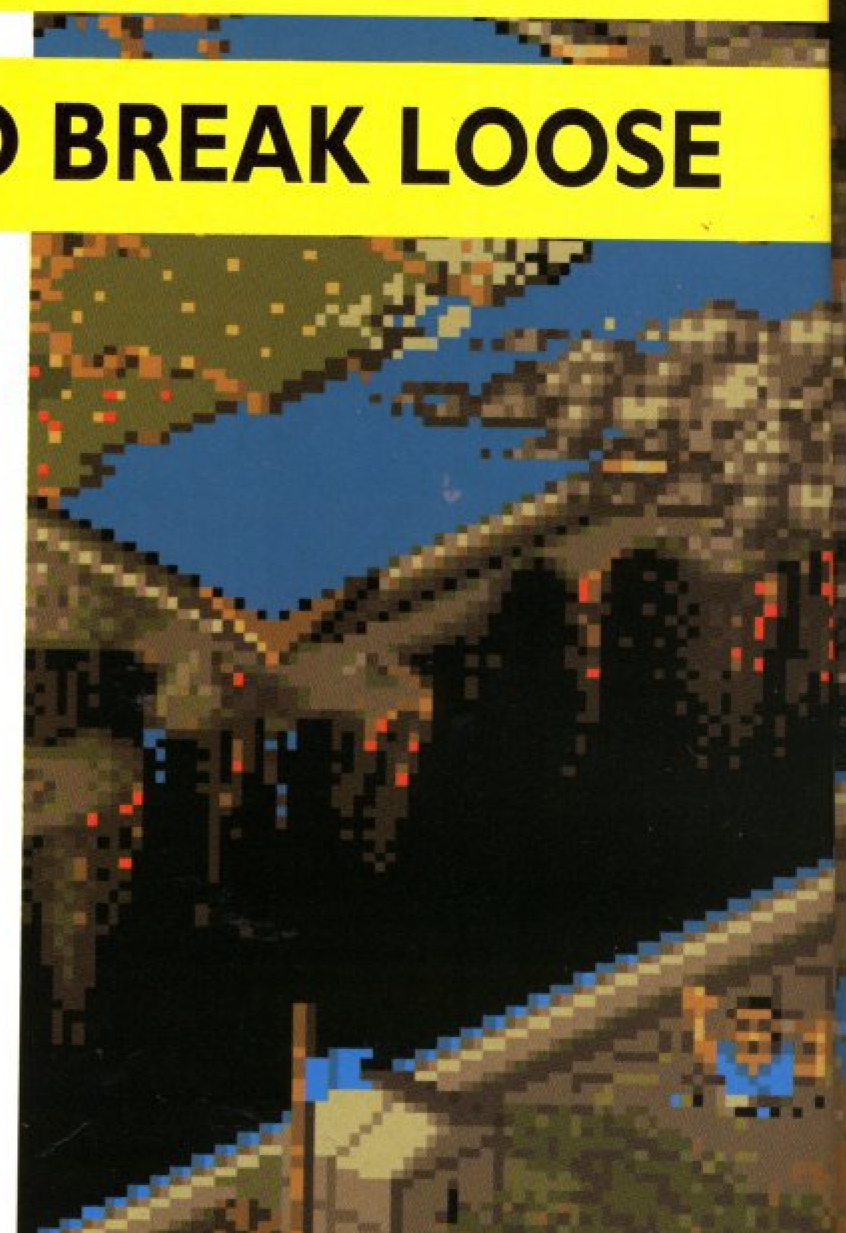


TOP GUN DANGER ZONE

Those of you expecting a Tom Cruise sim may be disappointed – you'll have to visit the orthodontist to emulate those flashing molars. But those of you looking for a flight sim with a large dose of desert dogfighting have come to the right place. You'll take on 12 classmates in a bid to become Top Gun. There'll be three veteran war aces showing you the ropes before you attempt to fly an F-14 or F-16 over enemy airspace in Egypt, Libya and Syria. Compete against the computer or fly 'head to head' against a chum using the split-screen option. *Top Gun* is published by Konami/Mirrorsoft and should be in the shops now on PC, price £35.99.

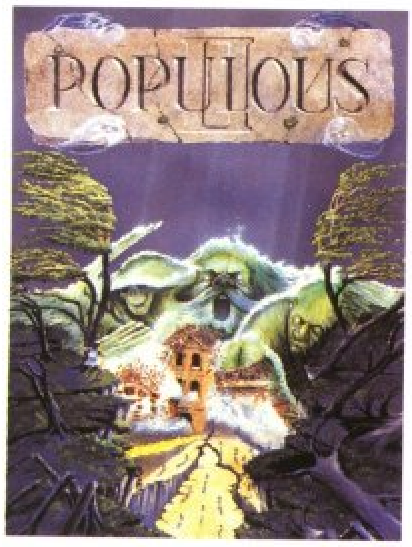


THE GODS ARE BACK AND ALL HELL IS ABOUT TO BREAK LOOSE



Populous II has arrived and it's everything you'd dreamt it might be - and more.

More earthquakes, more volcanoes, more tidal waves,



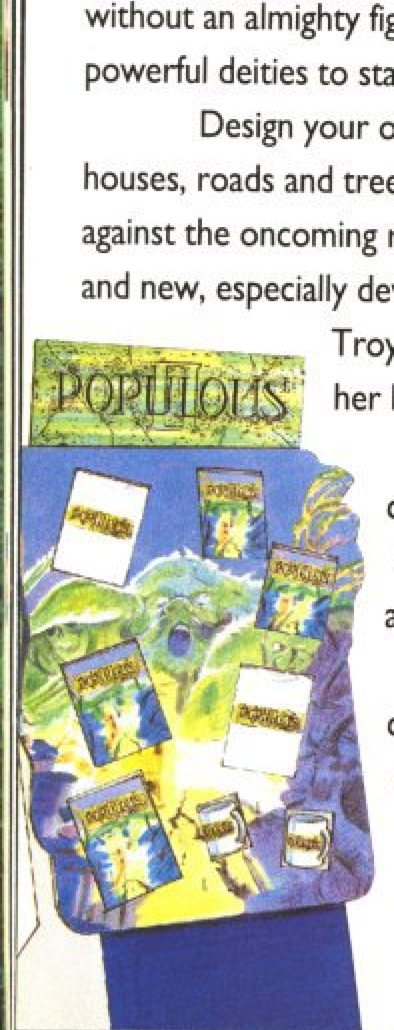
Available late December for Amiga and ST.
£29.99

more deadly swamps, in fact the most devasting natural disasters known to man, and a few he hasn't heard of yet.

This time you find yourself back in Ancient Greece, where as one of the sons of Zeus himself, your aim is to achieve immortality and take your place next to him on Mount Olympus.

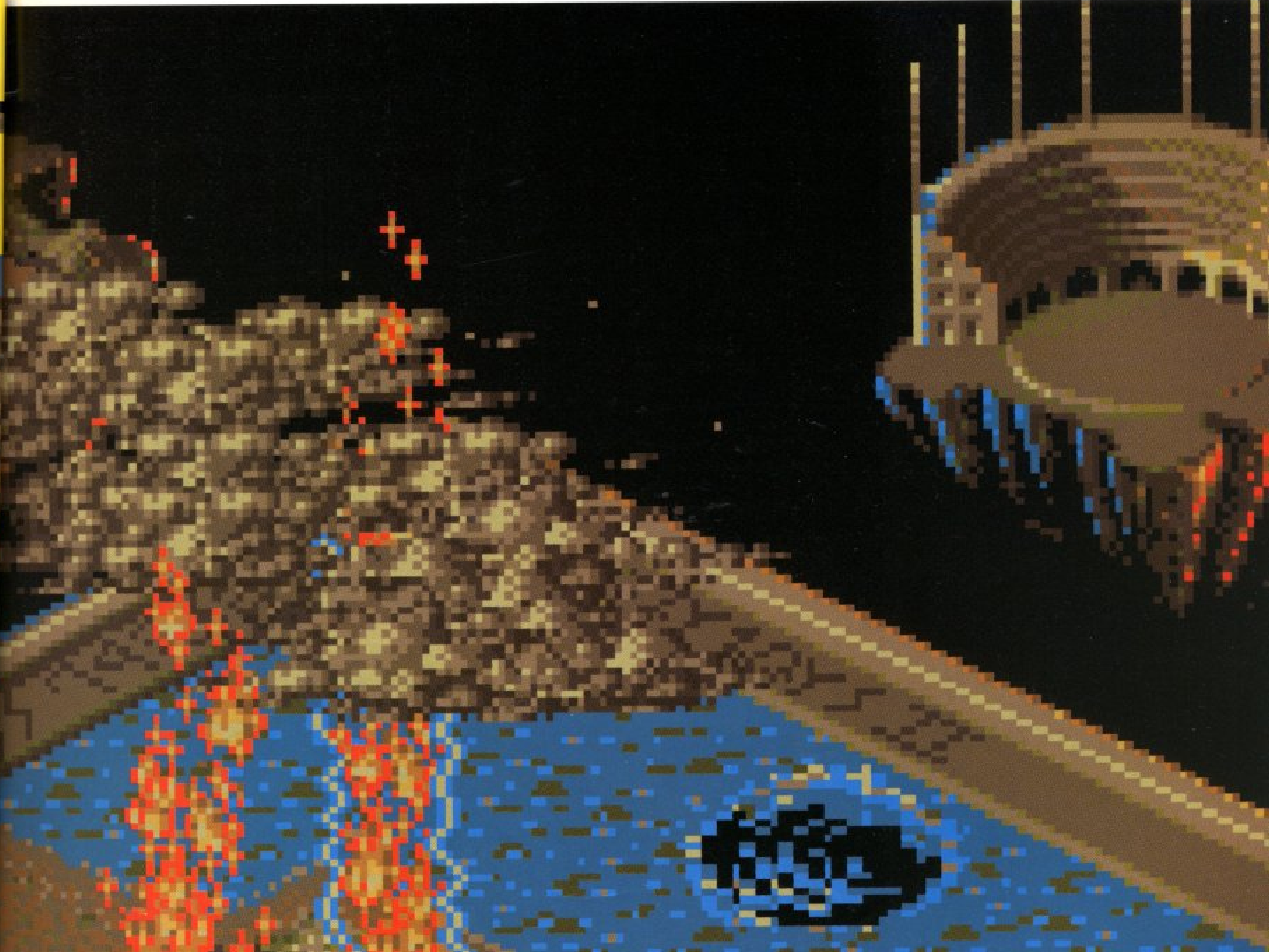
But the old boy isn't going to let you have your way without an almighty fight and he's conscripted 32 of his most powerful deities to stand in the way of your ambitions.

Design your own elaborate settlements with grand houses, roads and trees. Construct city walls in preparation against the oncoming rains of fire, whirlwinds, bolts of lightning and new, especially devious monsters like the foxy Helen of Troy, who leads people to their death with her beauty.



Populous II has 1000 worlds to conquer, 1MB of graphics, 5,000 animations, dozens of new sound effects and a mind-blowing sound track.

To celebrate it's release, you can also collect special Populous II T-shirts, mugs, data disks and interactive clue books from The World of Populous II which you will find in participating retailers.

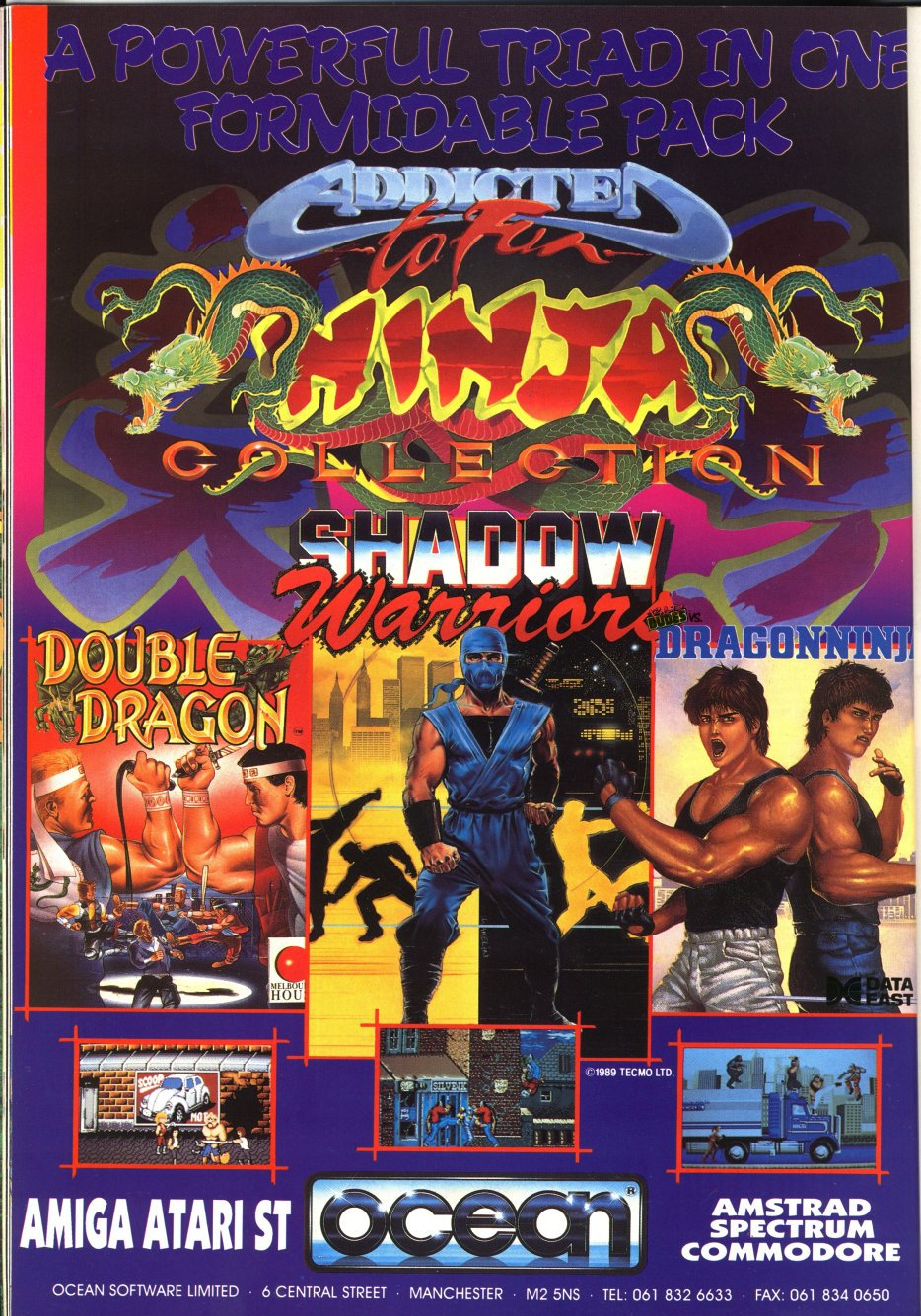


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LETTERS

If you take a world map, mark the towns this month's mail has come from and then join the dots, you'll end up with a giant acute triangle which spans the Pacific Ocean!

WRONG WRONG WRONG

In the November issue of ZERO, you shamelessly plug the ZERO Hour radio show, but you say: "If you're poncey enough to own an Astra satellite then do the following..." Well, I don't think any of your readers are rich enough to actually own the Astra satellite (apart from Lord Paul Lakin) as they cost quite a few zillion pounds. It would do well to get your facts straight in future. Thank you.

Paul Jeffries,
Saxilby, Lincs.

It shows how much you know. Bill Beaumont explains...

"Astra satellites are now kickin' cheap – a hundred quid apiece, including the launch. John Fashanu's got one. Get space-age yourself – it's an illin', chillin' feeling. Slice!"

See. You thought we were talking about the dishes, didn't you? And you thought you were being clever and sarcastic. Well, you were wrong. Get into orbit without delay, you clot. **Ed.**

MODEL MOTHER

Here's a picture of my mum. It's taken from an artistic angle.

Leo Pitt,
New Malden, Surrey.



Well done. **Ed.**

IRATE FROM CLOGLAND

Normally I am somewhat of a rabid person where negative criticism is concerned. Whenever I read letters of negative criticism about generally anything (including your magazine) I skip them, abhorred and disgusted. If people are afraid to read certain words referring to the male reproductive organ they simply shouldn't read ZERO. People who write letters of complaint are generally awfully narrow minded and either very old or very religious.

However (*Aha! Ed.*), something didn't go down too well with me in the November issue of your otherwise fab mag. I refer to the last couple of lines in *Shorts* (or should it be called *How To Ridicule As Many Software Titles As Possible In The Most Tasteless Way Imaginable*?). I hate the column anyway, because it's generally used to hide away games that are made by companies that don't invite you lot out for free dinners and stuff. Companies, in other words, that are still trying to grow, and are run by *people* rather than 'men in suits'. My reference here is to Eclipse. Even if *Monster Business* is crap, you should try to be a bit more lenient. The guy behind Eclipse finances everything out of his own pocket, and he gives starting out programmers a chance to do a game. I'm not telling you to hype up a game when it's bad – but give these guys a chance and don't slag them off like you did. *Monster Business* is not the best game, but it's not as bad as you made it seem. The world is more than US Gold and Ocean alone. It's more than just money.

Before I sign off, I would like to express my disgust on the Jeff Minter interview as well – the only 100% credible and honourable man active in the industry today. Next time please make subtle fun of someone who can, with the move of the finger, halve your monthly income. Now *that* would be brave. (But I guess you're too chicken to do that.)

I hope that under the thin layer of sarcasm and 'being tough', there are humans writing ZERO. Humans who know where to draw the line. It's not a God Damn *war* you're writing about, remember.

Richard Karsmakers,
Utrecht, The Netherlands.

Let's get a couple of things straight here: we're right behind small companies, take my word for it – it's just crap games we're against. So whether a game's been produced and distributed by Dear Old Aunty Maude (God Bless Her) Soft or Fascist Dictatorsoft, it'll recieve the same comments, based purely on its worth as a piece of software entertainment. Corporate clout doesn't come into the equation. Okay? Onto Jeff Minter then. It just so happens that we all think he's an extremely decent geezer too – you seem to have over-reacted a bit. What did you want us to do? Lick his bottom? Would this have been more to your tastes?

JEFF: Hello, my name's Jeff Minter.
ZERO: Oh wonderful hairy one, you can do no wrong. Please let us touch your arms, legs, shoulders and toilet area. (Grovel, fawn, grovel.)

Oh, and it is a God Damn war we're writing about, by the way. Thirty eight people are killed each week in the software industry. **Ed.**

SOUND ACADEMIC ADVICE

I am currently undertaking a GCSE project in business studies and I am producing a magazine. I would appreciate it if you could help with information on the following topics.

1. Your overheads (eg rent, heating, lighting, business tax).
2. Your printing costs and what gives better quality, value for money etc.
3. Your distribution costs and sources.
4. Your advertising costs and advertising income.
5. The wages (especially journalists').
6. The photographic and additional fees.

P Foster,
Blackheath, London.

1. *The office we squat in has been wired into a streetlight across the road. The tax people haven't caught up with us yet. Total costs so far: zero pounds.*
2. *We find the traditional method of printing with potatoes to be best, quality-wise (they're cheap, too, at 20 pence per pound). On average we get through a hundredweight per issue. Costs so far: £224.*
3. *We simply pile all the finished magazines in Trafalgar Square (at four in the morning when nobody's about). It's dead quick – and they all seem to make it into the shops eventually. Costs so far: £224.*
4. *The income made from people advertising with us is worth £224 per month. This offsets the potato expenditure. Costs so far: back to zero pounds.*
5. *Ssshhhhhh! Don't remind them. Costs so far: zero pounds.*
6. *The journalists take all the photos. Costs so far: zero pounds.*

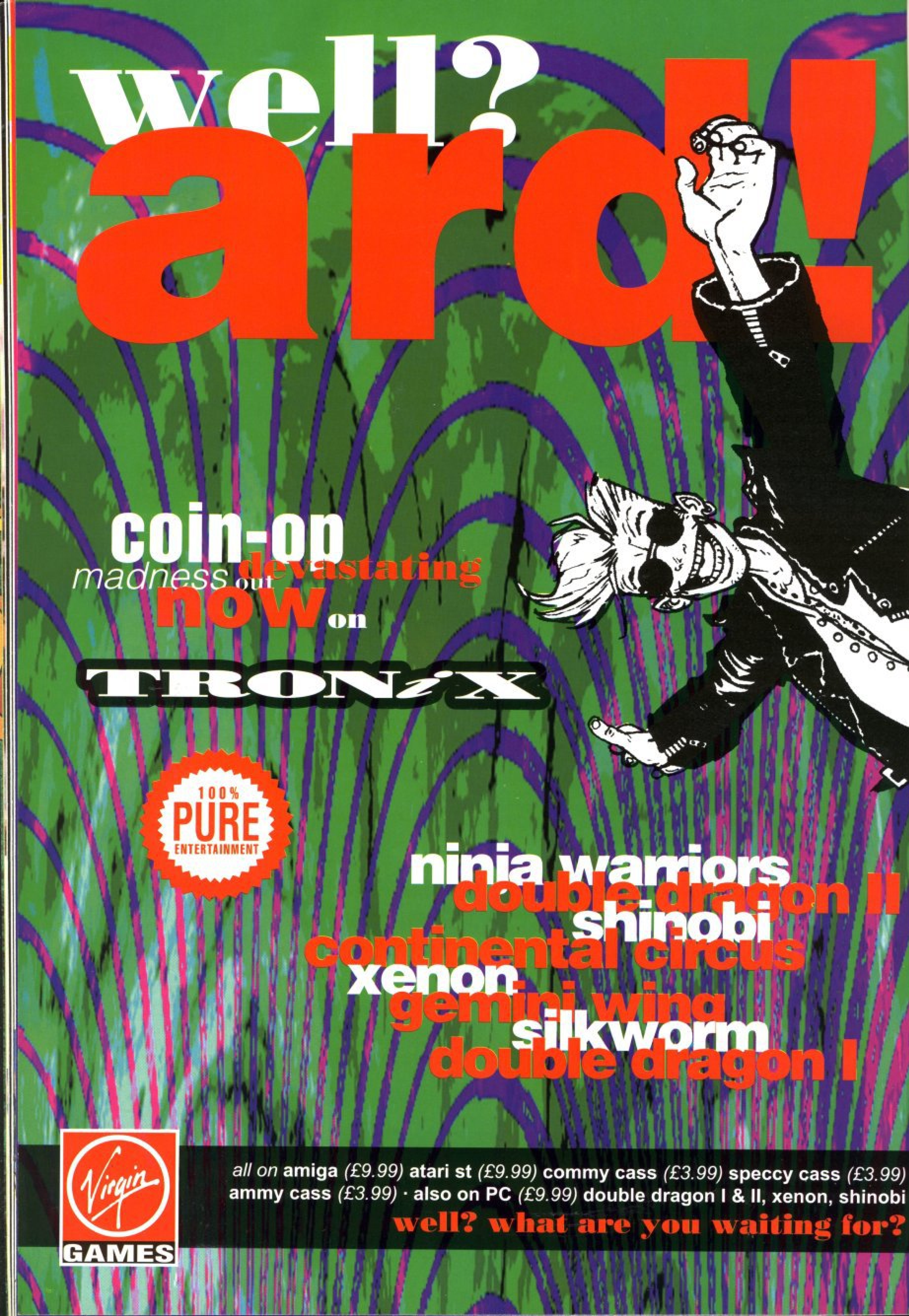
So there you go. We break even on every issue. With a bit of work on the distribution side, we could even move into the black! **Ed.**

OH NO, IT'S AN AUSSIE!

I have a couple of questions to ask of your, um – what's the word you poms use? Oh yeah – your spiffing magazine. Here goes...

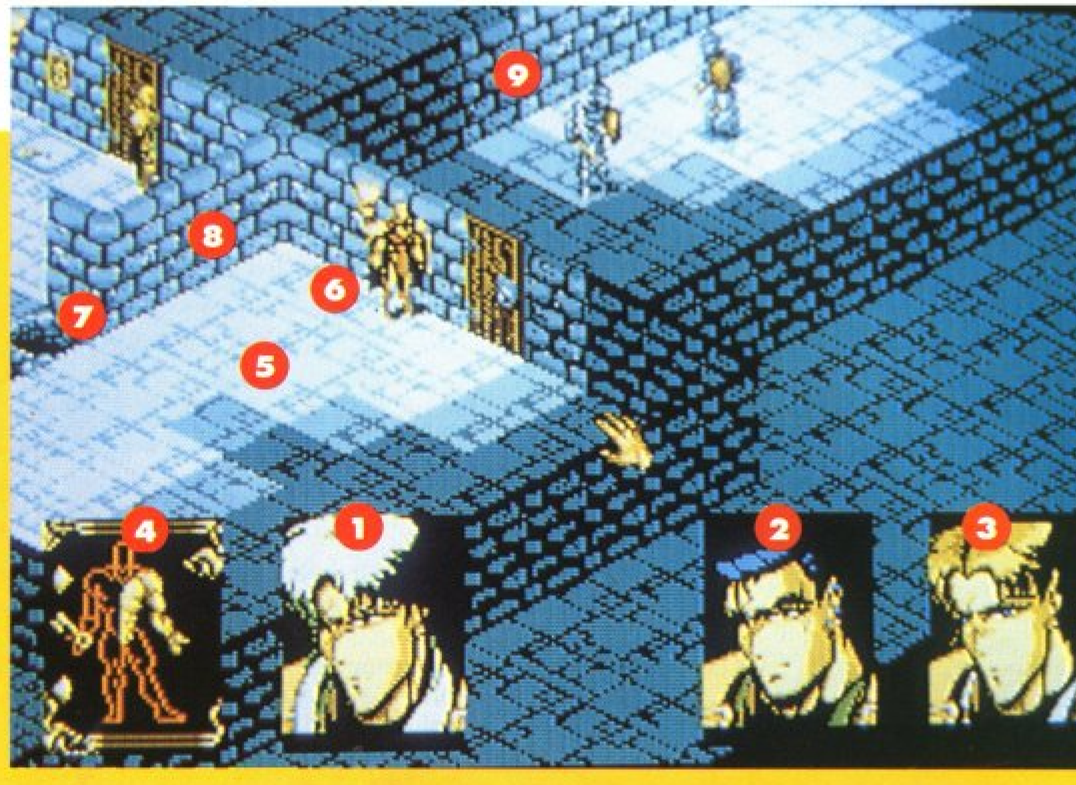
Oh dear. We've run out of room. That'll teach you to beat us at Rugby. **Ed.**

WRITE TO THE ED, ZERO, 14 RATHBONE PLACE, LONDON, W1P 1DE.
Star Letter winners receive a ZERO T-shirt!
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devastating
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well? what are you waiting for?

UNDER WRAPS

Imagine if *Dungeon Master* and *Heimdall* got off with one another at a party, 'bonked' and *Heimdall* ended up in the club. What would the baby be like? Well imagine no longer, because the birth is scheduled for March 1992. The child is going to be called *Shadowlands*, and the midwives will be Teque London and Domark...



SHADOWLANDS

(1,2 and 3) These are the all-important character portraits (which can be 'dragged' wherever you want on screen). The faces can be customized so you can create your very own 'oh so real' adventurers. Call them Jeremy, Jeremy, Jeremy and Barry. (Or something else, if you want.)
(4) This character portrait is slightly different because he's the only one in range. (God knows where the others have been left – the only way to find out is to click on their icon and the view will centre to where they stand.) ***(Or where they're being killed. Ed.)***
(5) A bit of Photoscape in action. The light source is quite a bright one in this case, but it still doesn't cover the entire room.
(6) Is this skeleton attracted to light? You'll find out in a minute, if you open that door.
(7) Pits are your quick routes to the lower levels. So it's a good idea to fall down them, then? Er, well... no it's not, actually.
(8) A wall.
(9) Another wall (there are lots of walls in *Shadowlands*).

Okay, strictly speaking *Shadowlands* has absolutely nothing at all to do with either *Dungeon Master* or *Heimdall* – but how can one help putting games in pigeon-holes? It makes things so much easier.

Q: So why will *Shadowlands* be like *Heimdall*?

A: Simple. Because it's viewed from an isometric point of view and there are some cunning 'puzzly bits'. It's a bit like



The Immortal, Cadaver and lots of other games too. End of story.

Q: Why will *Shadowlands* be like *Dungeon Master*?

A: Because you control four characters whose skills increase as they learn... and the whole thing is mouse-controlled.

Q: Hmmm. Will *Shadowlands* be like *Dungeon Master* in any other respects?

A: Er... well, no it isn't, actually – the interface system is similar as well. Clicking on a character's portrait with the right mouse button brings up the inventory screen, where you can mess with the objects you've found: switching them between hands, putting them in 'pockets' and giving them to other members of the team. And you can feed your people and put them to sleep.

Q: Blimey, it does sound like *Dungeon Master* – albeit in a *Heimdall*-ish or *Cadaver*-ish kind of way. Presumably it differs from *Dungeon Master* as well?

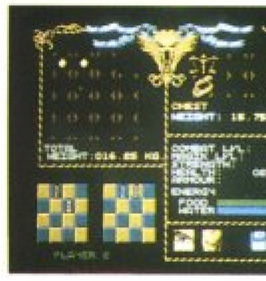
A: Of course it does – and what a poncily-worded question. Anyway, let's take some major points...

1. The size of the game is going to be massive. There are five levels, and each of them will be the size of the *whole* of Dungeon Master.

2. You control four people. Although they can be controlled as a group, each member of your party is independent. Unlike *Dungeon Master*, you can split them up and send them to different parts of the world. (Sometimes this can happen without you even wanting it to.)

3. Photoscape. It's something *Shadowlands* has that no other game has had before. Yes, you've guessed it, it's a 'Revolutionary New System' which just so happens to rhyme with Rotoscape. Still, it's not the same. What Photoscape means is that the lighting is extremely lifelike. Not only do larger 'wattages' of light cover greater areas than smaller ones, but there's a sort of umbra and penumbra effect too, which all moves about if the light source itself is moving. This acts as a fantastic boost for the atmosphere, but there's more. Some of the traps and monsters in the game are actually activated by the light, with obvious repercussions. So there you go. Photoscape in a nutshell.

Shadowlands promises to be absolutely massive with heaps of challenge – there really are four people to worry about. It's up to you to do what you want with them. Work on your fearless quartet's magic, fighting and problem-solving skills as they progress through the labyrinth, and don't get them killed. You know the drill – it's called 'personal involvement' and is the stuff RPG games are made of. It looks pretty good, doesn't it? We certainly think so, and we're going to be reviewing it the first chance we get – so keep 'em peeled. STOP



WHAT'S WHAT

TITLE	Shadowlands
PUBLISHER	Domark
FORMAT	ST & Amiga/PC
PRICE	Tba
RELEASED	March/Tba

ZERO reviews

CRITICS' CORNER

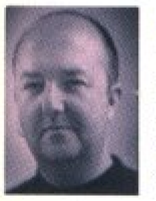
Farmers have known for ages, but now everyone has clicked – the climate is changing and winter arrives later than it used to, giving us a new season: the extremely windy season. This gives us the chance to make our reviewers play a brilliant sport called 'Ocean Football'. You can only play the game on short stretches of beach with a large sea wall at the back. Oh, and you have to have huge waves whipped up by force ten gales. The rules? Score goals without getting dragged out to sea. (*Don't try this one at home, OK? Ed.*)



David Wilson: As Editor of the magazine, David was the obvious choice as team captain. "The goal we're going for is between those two large rocks at that end of the beach," he pointed, while the others nodded their heads and mumbled nervously. He continued: "We have to take it in turns to dribble the ball along the sand and pop it between the posts. The only thing stopping us is the 'goalie' – the ocean. Incoming waves can pick you up and slam you against the sea wall behind, before dragging you back out to sea. So get your timing right.



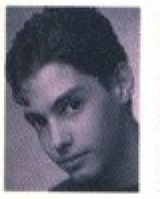
Amaya Lopez: "Jesus Christ," said Amaya as she watched the tidal surges smash with all their might against the giant concrete defences. "One, two, three..." she counted, timing an incoming wall of water, then "ten, eleven, twelve..." as it thundered back out again. All of a sudden, she lurched forward and made her move. She'd covered barely 20 feet before she screeched to a halt, screamed, turned, and hurtled back, followed by a jet of foam. "I forgot the ball," she gasped, "but I'm not going back again – no way!". **SCORE: NIL**



Patrick McCarthy: Patrick whined quietly to himself as he watched a monstrous swell brewing up in the distance. "It's the unpredictability that gets me..." he said, as the swell pushed forwards, diminishing in size as it progressed, breaking with a pathetic splash which didn't even reach the base of the sea wall. "I don't believe it," he said, "I could have gone then – I wouldn't even have got my trousers wet." "Then go now, quickly... now, now!" cried the others. Patrick tottered then hesitated, watching another swell. "No," he said. **SCORE: NIL**



Lord Paul: "I've done this before," said Paul, resplendent in his Flags Of The World wetsuit, "and I know a trick. Every seventh surge is a big one. The eighth one is quite small." The critics all counted together, and sure enough the theory was correct. After seven more swells Paul was off, dribbling the ball towards the posts. "Go, go!" cried the others, as he gave a hefty kick. The ball rose into the air and curved off seawards, towards an oncoming wave. A massive wave. The biggest yet. Paul made it back by the skin of his teeth. **SCORE: NIL**



Toby Finlay: "Well done," said Toby. He wasn't being sarcastic – Paul had lost the ball to the sea, so Toby was off the hook. Then David reminded him of rule 13(a) paragraph 196: "If the ocean takes possession of the ball, then possession must be regained." Toby stuttered. "I-I-I'm not tackling the sea," he cried. "It's more violent now than it was when we started." "Okay, we'll play a defensive game then," said David. "The sea wall is now our goal, and we have to stop the ocean trying to score." Toby was not convinced. "No," he said. **SCORE: NIL**



David McCandless: For once Macca was weapon-free. But, weapons or not, if anyone could beat a storm-tossed Atlantic Ocean, it was he. Bounding onto the sand he took position – pushing his shoulderblades against the sea wall, bracing himself for the oncoming 20ft swell. The ball was bobbing about on top of it. Macca closed his eyes, spread his arms and gave a war cry. The swell broke, cracking the wall in several places, then retreated in a surge of white foam. It had 'put one in the net'. Of Macca there was no sign. **SCORE: ONE DOWN**



Duncan MacDonald: Not only did Duncan have to save the next goal, he actually had to score one to equalize – and the storm had become frenzied, with the waves peaking at heights of 30 to 40ft. Duncan took the same position as Macca. The sea surged forwards. It picked him up like a rag doll and threw him into the air. His head connected with the ball, which arced backwards onto land. "I don't believe it," screamed David. "He's given away a corner. Let's go home." So they did, leaving Duncan to be sucked out to sea. **SCORE: ONE DOWN**

Final Score: THE CRITICS NIL, THE ATLANTIC ONE
(With a probable second goal coming up once the corner has been taken.)

WHAT'S WHAT

Square roots? Logarithms? Ratios? Nah, our scoring system's much simpler than that. Check it out below.

GRAPHICS 75 ADDICTIVENESS 87 SOUND 40 EXECUTION 80 OVERALL 75

Games are marked out of 100 on four criteria; **Graphics, Sound, Addictiveness** and **Execution**. The first three are fairly self-explanatory but Execution may need a bit of illumination. Is there anything amazing about the scrolling for instance? Are all the sections of the game neatly tied together, showing a lot of care and thought on the part of the programmers? If so **Execution** will score well here. If you can't be bothered with all that then the **Overall Mark** gives you an at a glance summary. Now if we've said it once we've said it a thousand times... this mark is not an average of the other scores. Got that?

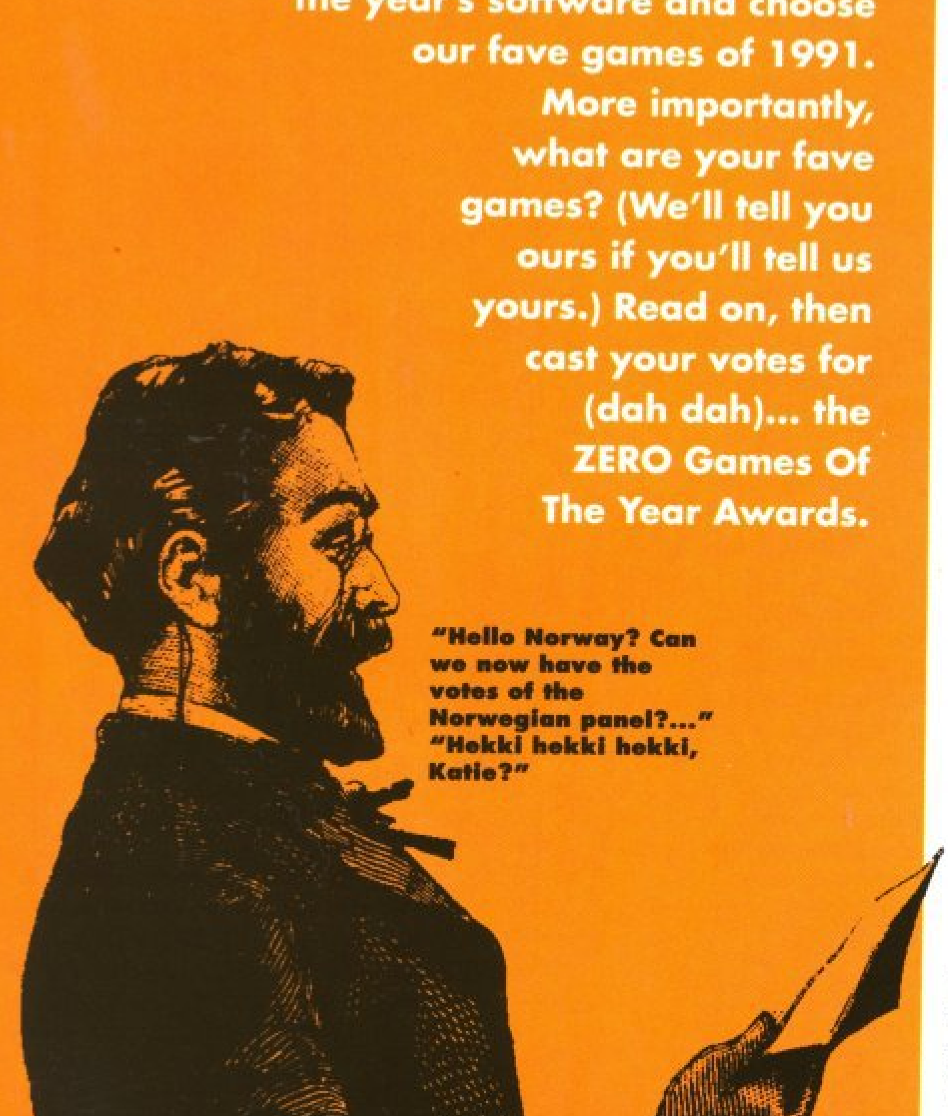
A game scoring 90 or above in the non-average Overall Mark department gets the much sought after **ZERO HERO** award (which is a flash way of saying 'buy it'.) Separate from the other scores (but not unconnected to them) is the **HASSLE FACTOR**. Are there 400 disk changes every pico second? Do you have to go through a boring title sequence before restarting? Things like that score here and they're marked out of 10.

Each review also contains a **WHAT'S WHAT** box which is basically a box with information telling you... er what's what in relation to price, format and release date.

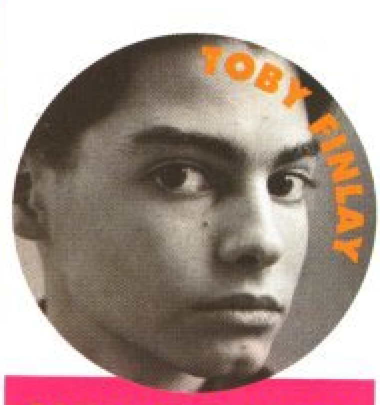
Well that's that for the main reviews but let's not forget the others. Firstly there's the **DÉJÀ VU** section. Here you'll get reviews of new releases which aren't actually new at all (because they're already available on other formats). The **PRICE IS RIGHT** section is where you'll find the budget games reviewed. They only get an overall score because they're um... well rather cheap actually.

GAMES OF THE YEAR

Blimey, another year over and what have we done? Played a whole new batch of top software titles, that's what. Now it's payback time. Time to sit back and reflect on the year's software and choose our fave games of 1991. More importantly, what are your fave games? (We'll tell you ours if you'll tell us yours.) Read on, then cast your votes for (dah dah)... the ZERO Games Of The Year Awards.



"Hello Norway? Can we now have the votes of the Norwegian panel?..." "Hekki hekki hekki, Katie?"



GAMES OF THE YEAR

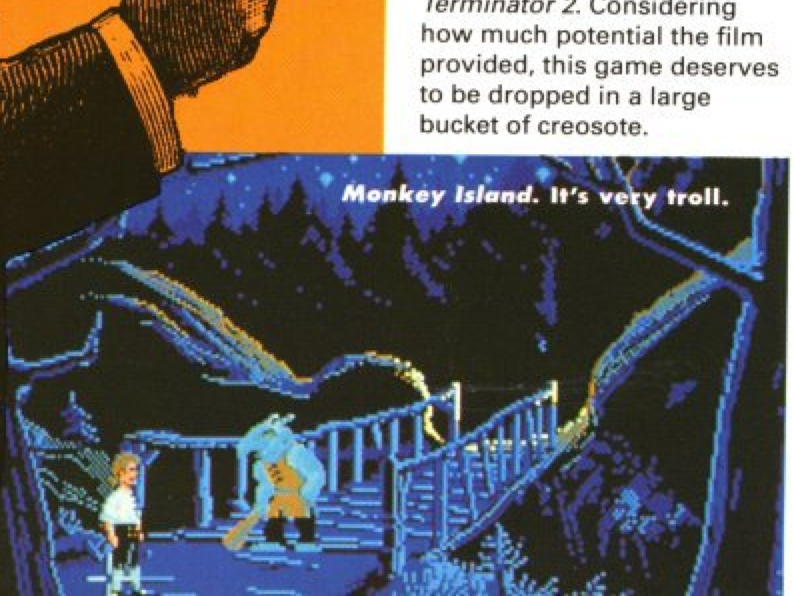
1. **SECRET OF MONKEY ISLAND** *Lucasfilm/US Gold*
2. **CRUISE FOR A CORPSE** *Delphine/US Gold*
3. **ALIEN BREED** *Team 17*
4. **FIRST SAMURAI** *Vivid Image/Image Works*
5. **PRINCE OF PERSIA** *Bröderbund/Domark*

DUFFER OF THE YEAR

▶ **TERMINATOR 2** *Ocean*

Doctor Finlay here, with my guide to 1991's top five games (and a crap one). Lucasfilm's totally skill graphic adventure, *The Secret Of Monkey Island* is my chart-topper. On the PC, in VGA, it's got fab graphics and the Roland sound's great too. It's definitely the best graphic adventure to date.

Cruise is an adventure too. The system is completely foolproof and the graphics engine is amazing. Bit of a crap storyline's, though. *Alien Breed* is the best shooter ever on Amiga with great graphics, fab sound and dreamy game-play. *The First Samurai* is a really smart arcade adventure with the most amazing sound I've ever heard. *Prince Of Persia* (which is borderline for inclusion in this year's titles) deserves including on the grounds of its out-of-this-world animation. My turkey of the year is Ocean's *Terminator 2*. Considering how much potential the film provided, this game deserves to be dropped in a large bucket of creosote.



Monkey Island. It's very troll.



GAMES OF THE YEAR

1. **CIVILIZATION** *MicroProse*
2. **CHUCK YEAGER'S AIR COMBAT** *Electronic Arts*
3. **FORMULA 1 GRAND PRIX** *MicroProse*
4. **FIRST SAMURAI** *Vivid Image/Image Works*
5. **SWOTL** *Lucasfilm/US Gold*

DUFFER OF THE YEAR

▶ **KICK OFF 2 (ON THE PC)** *Anco*

I chose *Civilization* because it's nice to see a bright young newcomer make a halfway playable game at his first attempt. *(Eh? Ed.)* *Chuck Yeager's Air Combat* gets second place because the 'Create Mission' facility is simply brilliant.

Grand Prix combines instant appeal and lastability



Chuck's Air Combat. It's ace!

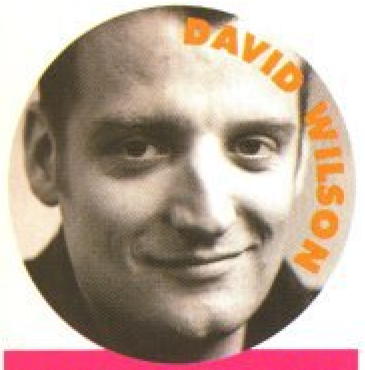
and that's rare. *First Samurai* injects new life into an old theme, and *Secret Weapons Of The Luftwaffe* is just like being there (you can check my underwear to prove it). Basically I'd part with money for all of these, and I'm as mean as... oooh, lots.

If we were still doing console games, I'd have *Sonic* at number one and *EA Hockey* in there, but we're not, so I'll shut up. *(That's a first. Ed.)*

Kick Off 2 finally made it onto the PC and it was absolutely diabolical. It's disgraceful that the game was even released with the 'carpet' over the bottom quarter of the pitch.







GAMES OF THE YEAR

1. **POPULOUS 2** *Bullfrog*
2. **FORMULA 1 GRAND PRIX** *MicroProse*
3. **CHUCK YEAGER'S AIR COMBAT** *Electronic Arts*
4. **CIVILIZATION** *MicroProse*
5. **FIRST SAMURAI** *Vivid Image/Mirrorsoft*

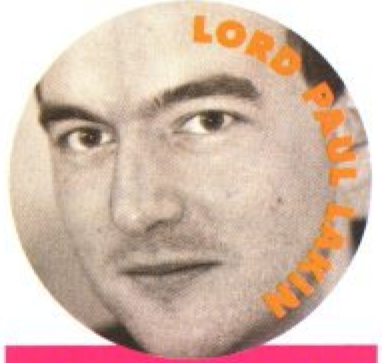
DUFFER OF THE YEAR

▶ **BLADE WARRIOR** *Image Works*

The year kicked off with classic titles like *Speedball 2, Prince Of Persia* and the high standard has been maintained to December with the launch of *Populous 2, First Samurai, Grand Prix* et al. Summer saw the release of the brilliant *Chuck Yeager* on the PC, which I'm still playing. I'd just like to apologise to the titles which didn't quite make my top five – Dynamix's *Red Baron* is a corker, while snooker fans can't afford to be without a copy of *Jimmy White's Whirlwind Snooker.* And let's not forget *Eye Of The Beholder.* Honourable mention goes to Loriciel and Titus who broke their dodgy track records with the brilliant *Panza Kick Boxing* and best platform romp of the year, *The Blues Brothers.* Worst game of the year for me, was probably Image Works' *Blade Warrior.* For a title that had received so much hype, it was unacceptable to me that the main action takes place in silhouette. Ho Hum.



Blade Warrior. Erm...



GAMES OF THE YEAR

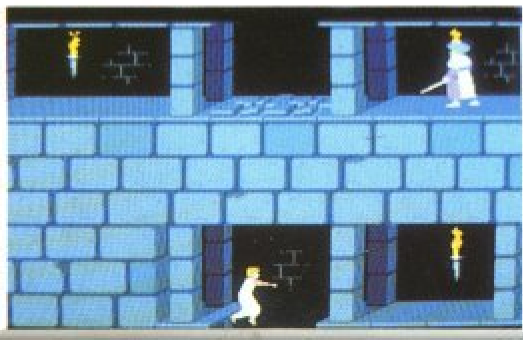
1. **POPULOUS 2** *Bullfrog/Electronic Arts*
2. **SPEEDBALL 2** *Mirrorsoft*
3. **OPERATION STEALTH** *Delphine/US Gold*
4. **PRINCE OF PERSIA** *Broderbund/Domark*
5. **WINGS** *Cinemaware/Mirrorsoft*

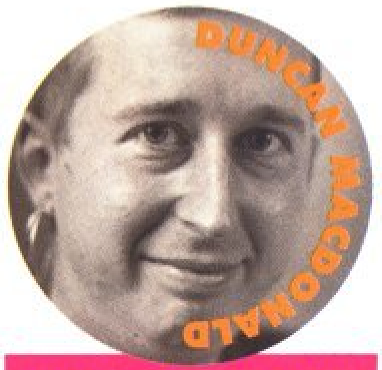
DUFFER OF THE YEAR

▶ **PREDATOR 2** *Mirrorsoft*

I feel a bit unoriginal for kicking off with two sequels, but everyone knows how earth-shatteringly wonderful *Populous 2* is. Not voting it game of the year is a capital offence in some countries. As for *Speedball II,* well I'm a bit of a sports-game fan and that just had it all – playability, sound and graphics were all superb. It's also the only game I can beat Macca at. *Operation Stealth* and *Prince of Persia* speak for themselves, but what of *Wings*? Some irritating disk accessing, 'Americanised' storyline and lack of realism all made for a superb game... no, sorry, they were all a pain. However the atmosphere and sense of story won me over. It was nice to have a flight sim that started life on the Amiga. The dogfights were good fun too. Oh, and as for *Predator 2,* it's the sort of game that gets film licences a bad name. A completely standard, utterly pointless shoot 'em up. In short, nothing in it that hadn't been done about 400 years earlier with a straw target and a bow and arrow.

Prince Of Persia - It's filled with inertia



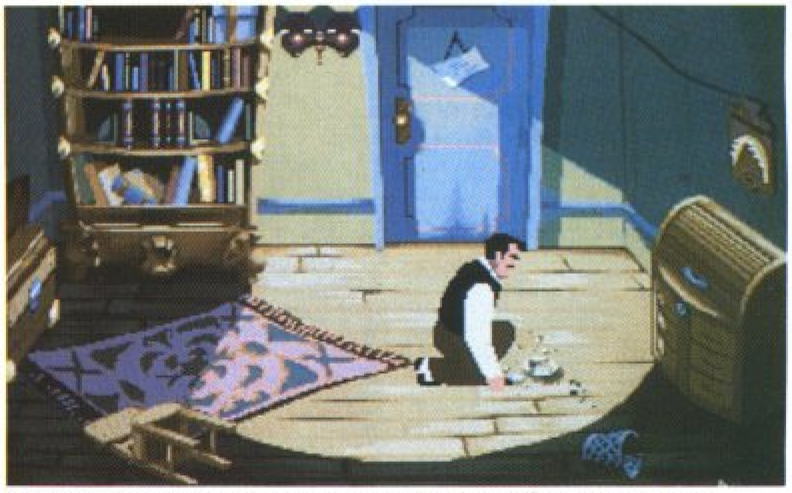


GAMES OF THE YEAR

1. **CHUCK YEAGER'S AIR COMBAT** *Electronic Arts*
2. **FORMULA 1 GRAND PRIX** *MicroProse*
3. **POPULOUS II** *Bullfrog/Electronic Arts*
4. **JIMMY WHITE'S SNOOKER** *Virgin*
5. **PANZA KICK BOXING** *Loriciel*

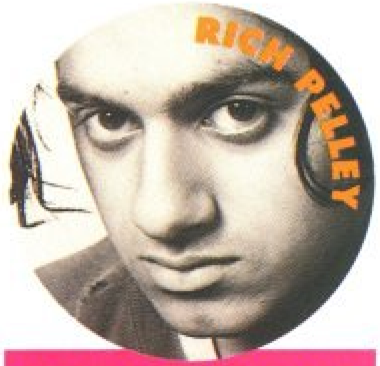
DUFFER OF THE YEAR

▶ **GUNBOAT** *Accolade*



Cruise. Even goes down a treat in Greenham Common.

This is all a bit like the Oscars, really – and as *Chuck*'s getting on a bit, it's about time he got an award (plus his game is the best pure combat game going). Geoff Crammond's *Formula One* has everything you could want of a formula one sim – so enough said. Onto *Populous 2* then. Okay, so it's a sequel, but if ever a game was worth an enhanced repeat-performance, it was *Populous. Archer McClean's Snooker* is a piece of programming wizardry and (boast) I almost beat him at it – he only just won with 66 points to my 65. *(Oh shut up. Ed.)* Finally *Panza Kick Boxing.* A superb two-player Thai Boxing game with better graphics than *Pit Fighter.* And Accolade's *Gunboat*? Oh dear. I'm going to cry. Boo, hoo, hoo.



GAMES OF THE YEAR

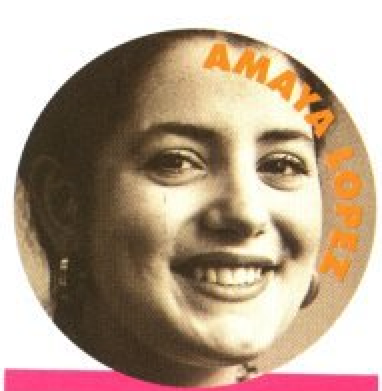
1. **FIRST SAMURAI** *Vivid Image/Image Works*
2. **EXILE** *Audiogenic*
3. **HUNTER** *Activision*
4. **CRUISE FOR A CORPSE** *Delphine/US Gold*
5. **R-TYPE II** *Activision*

DUFFER OF THE YEAR

▶ **SKULL AND CROSSBONES** *Domark*

Obviously, the prospect of selecting my top five games of the year was far too perplexing, so as a viable alternative I decided to scribble the titles of every 1991 release onto a seperate piece of paper, stick them into a hat, and select at random. So, at number one we have (unfold) *First Samurai.* Oh yes, what a great game that was. Undoubtedly my number one game of the year – bags of playability cunningly concealed behind lavish graphics. Almost as instantly playable and professional looking was my number two, er... (scramble, unfold), *Exile.* It was different, it was original, and it was jolly good.
So the suspiciously 3D, yet thoroughly enjoyable *Hunter* will do instead, closely followed by *Cruise For A Corpse* and *R-Type II.* *Terminator 2* – great film, crap game. And that's it, really.

THE ZERO REVIEWERS' GAMES OF 1991



GAMES OF THE YEAR

1. **POPULOUS 2** *Electronic Arts*
2. **SECRET OF MONKEY ISLAND** *Lucasfilm/US Gold*
3. **4D BOXING** *Mindscape*
4. **CRUISE FOR A CORPSE** *Delphine/US Gold*
5. **JIMMY WHITE'S SNOOKER** *Virgin*

DUFFER OF THE YEAR

▶ **STUN RUNNER** *Domark*

Hmmm, yes here it is again I'm afraid. But if ever a sequel was worth its weight in gold, then that sequel is *Populous 2.* It's a game I never tire of playing, *and* there are loads of girls in it (sigh). *Monkey Island* was an absolute corker, too – brilliant graphics, fab adventure plot and even some 'funny' American humour. Onto *4D Boxing* then. A bit of a weird choice for me. I hate sport and boxing in particular. But Mindscape's boxing sim provided hours of endless fun, as you created your own Richard Madely lightweight or Pauline Quirk heavyweight.

Stun Runner - not very stunning. (Crap actually)

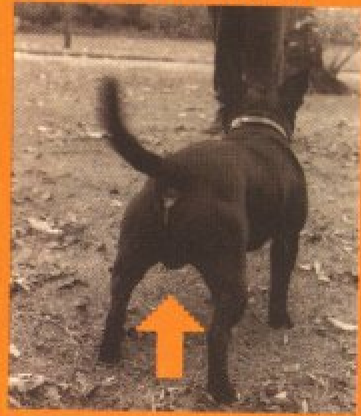


Delphine's *Cruise For A Corpse* had beautiful graphics and was a fun adventure, except the storyline was weaker than *Oppo Stealth's* (and the hero less hunky). Number five? I hate snooker even more than boxing. But *Jimmy White's Whirlwind Snooker* was much more fun to play (and certainly to watch) than the real thing. Twenty quid for *Stun Runner?* Well, what more can I say?

Erm, okay... let's now take the mean median er, average of the medium norm of all the top fives to come up with the overall top five for 1991 as voted by the ZERO reviewers. If our statistical skills are up to scratch... er we come up with this...

1. **POPULOUS 2** *Bullfrog/Electronic Arts*
2. **CHUCK YEAGER** *Electronic Arts*
3. **FORMULA 1 GP** *MicroProse*
4. **FIRST SAMURAI** *Vvid Image/Image Works*
5. **MONKEY ISLAND** *Lucasfilm/US Gold*

So there you have it (and why not?). Do you agree with the ZERO reviewers? Well, here's your chance to have your say in the first ever ZERO MUTTS NUTS AWARDS. Fill out the form below with your favourite games of the year in each category, we'll compile all the results and print the overall ZERO Readers' top games of the year in a future issue. Not only that but the software houses behind the top hits will each receive a prestigious limited edition ZERO Mutt's Nuts Award! As for you lot, all the voting forms will be placed in a large hat and mixed up, then the first ten to be drawn out will each receive a bumper bundle of ten software goodies each. Hurrah!



GET VOTING!

Look, never mind that shabby lot, this is much more important...

THE ZERO READERS' GAMES OF 1991

Best Arcade Adventure ______________________

Best Sports Sim ______________________

Best Driving Game ______________________

Best Beat 'Em Up ______________________

Best Adventure/Role Player ______________________

Best Flight Sim ______________________

Best Licence Conversion ______________________

And my overall top three are...

1. ______________________
2. ______________________
3. ______________________

NAME ______________________

ADDRESS ______________________

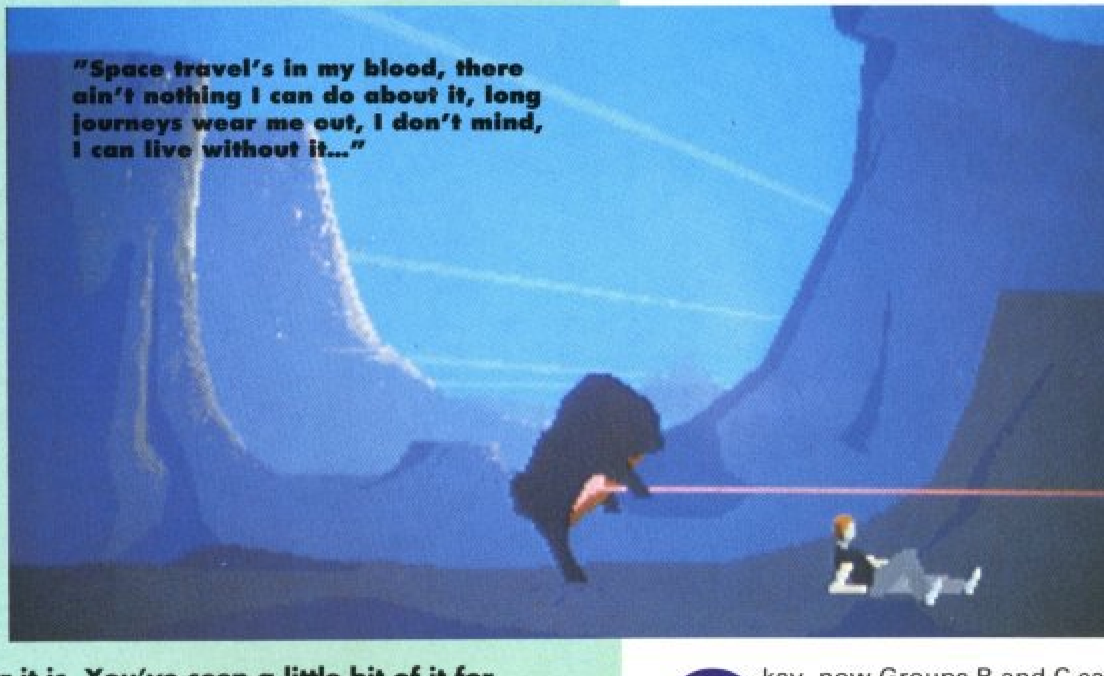
______________________ **POST CODE** ______________________

I own* an ST ☐ an Amiga ☐ a PC ☐ a face like a baboon's bottom ☐

*Tick as appropriate

ANOTHER

Another World from Delphine/US Gold is set, as the title suggests, in another world. So who better to review it than *Duncan MacDonald* – after all, he's from another planet too.

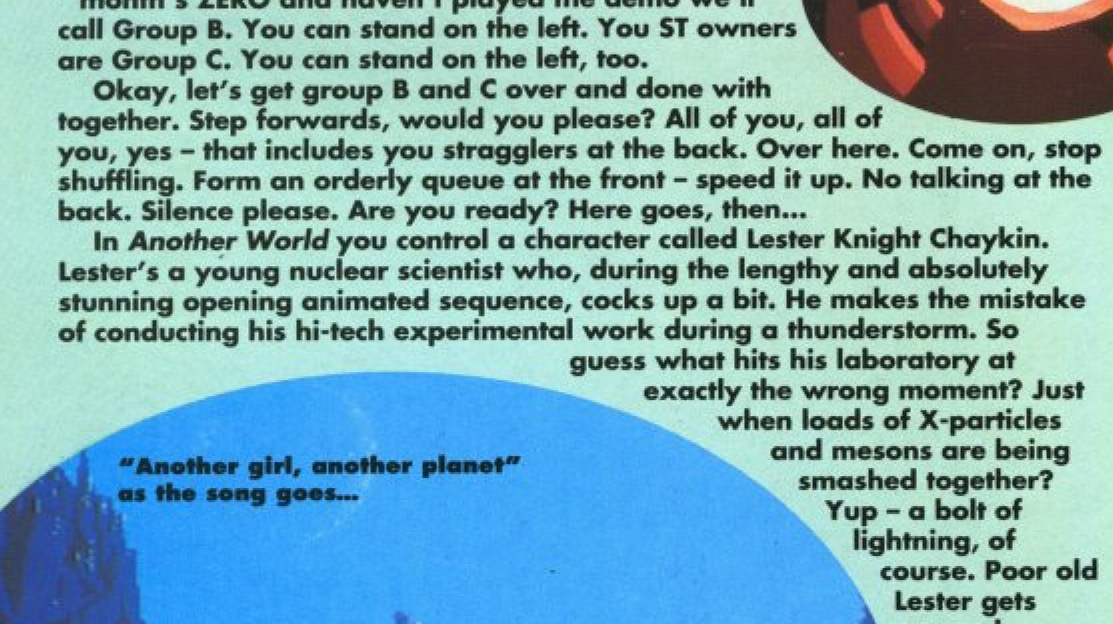

"Space travel's in my blood, there ain't nothing I can do about it, long journeys wear me out, I don't mind, I can live without it..."

***Another World* – what a corker it is. You've seen a little bit of it for yourselves already, seeing as we gave away a playable demo of the first level on the cover of the last ish. Unless you're a new reader of course, in which case you haven't seen it at all. Bah! New readers, eh? What trouble you cause. What are we to do? Oh dear, and what about you ST owners who didn't get the demo either...**

Let's sort you out into three groups. Those of you who own PCs and Amigas, bought last month's ZERO and have played the interactive demo, so we'll call you Group A. You can stand on the right. Those of you who didn't buy last month's ZERO and haven't played the demo we'll call Group B. You can stand on the left. You ST owners are Group C. You can stand on the left, too.

Okay, let's get group B and C over and done with together. Step forwards, would you please? All of you, all of you, yes – that includes you stragglers at the back. Over here. Come on, stop shuffling. Form an orderly queue at the front – speed it up. No talking at the back. Silence please. Are you ready? Here goes, then...

In *Another World* you control a character called Lester Knight Chaykin. Lester's a young nuclear scientist who, during the lengthy and absolutely stunning opening animated sequence, cocks up a bit. He makes the mistake of conducting his hi-tech experimental work during a thunderstorm. So guess what hits his laboratory at exactly the wrong moment? Just when loads of X-particles and mesons are being smashed together? Yup – a bolt of lightning, of course. Poor old Lester gets zapped through multi-dimensional space, and finds himself in 'another world'. You (as Lester) don't know whether you're coming or going. You have to work it out for yourself.


"Another girl, another planet" as the song goes...

Okay, now Groups B and C can skip off to the back and let Group A through to the front. Quick march, Group A – assemble here. In a straight line please. Thank you.

You've seen the wondrous graphics, heard the splendid sounds and been drenched in the unearthly atmosphere of *Another World* (Scene One). Great, wasn't it. Did you complete within a few minutes? If so, then well done. If it took you absolutely ages, then not so well done. Be warned – things actually get quite a bit harder as you progress.

So who's left? Oh, you're not one of those sorry people who actually failed to complete the piffling five screens of the demo are you? You useless clothbrain. Gather together with the other dorks and we'll call you Group D. Here's what you should have done...

(1) Clambered out of the water and walked right (before the plant grabbed you).
(2) Made sure the wibbly black things didn't fall on your head.
(3) Killed the wibbly black things on the floor (without killing the 'slightly different' wibbly black thing which was also on the floor).
(4) Repeated step three and then continued right.
(5) Run away from the giant bear thing.
(6) Kept on running.
(7) Gasped with relief as the giant bear thing fell over.
(8) Jumped over the gap, grabbed hold of the vine and swung back past the confused giant bear thing.
(9) Hoofed it back the way you came.
(10) Laughed as the alien geezer

ER WORLD

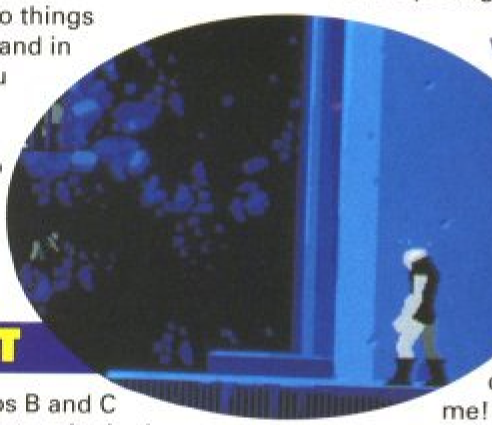


appeared and shot the bear thing (who was in pursuit again).

(11) Cried as the alien geezer shot you.

And that was the end of the first level. Now you know how you should have done it and why you couldn't. *Another World* isn't just a shoot 'em up, as you obviously found out – it's an arcade adventure.

You need to do things in the right order and in the right way. You need to own a brain. You, as a member of Group D, obviously haven't got a brain. Group A is well rid of you.



THE TEST

It's time for Groups B and C to move to the front and mingle with Groups A and D again. That's it – in you come. Make way for them, everybody. That's it. Settle down now, because it's time for the *Another World* exam. It's a multiple choice quiz in which you have to work out 'what to do next'. Group A will probably excel. Groups B and C might have to think a bit. Oh, and Group D may want to look at the answers first – they're upside-down at the bottom of the page in *Janet and John* 'not-joined-up' writing.

After having been shot at the end of scene one, Lester awakes to find himself hanging over a pit in a cage. He's not alone, though – there's an alien geezer sitting next to him. Should Lester...

(A) Slap his forehead and say: "What's all this then! How's your father! Apples and pairs! Trouble and strife! Whistle and flute!"

(B) Introduce himself: "Hello, my name is Lester. I am human. I come from a distant dimension, but I mean you no harm. In fact we seem to be in the same predicament. If you help me escape from this cage, I will teach you how to make things out of wood. It's true. I can teach you all the wonders of what we earthlings call 'carpentry'. You need never buy a chair or cupboard again..."

(C) Go back to sleep.

(D) Rock the cage backwards and forwards in the hope that it will fall to the ground, knocking out the guard who's pacing back and forth.

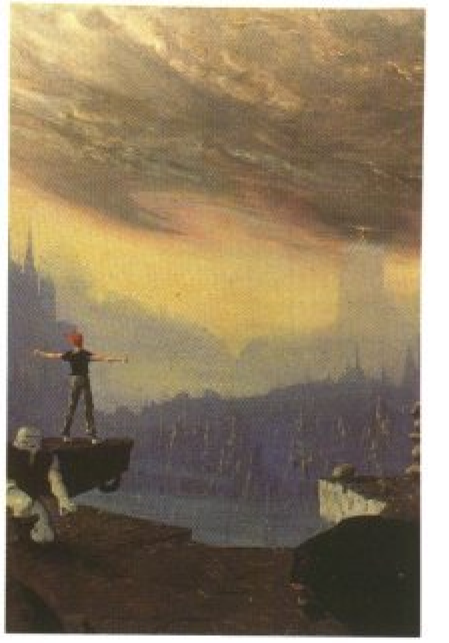
Well, surprise surprise. The guard's been knocked out by the falling cage and Lester and the alien are free. The alien runs off to the right. Does Lester...

(A) Run to the left, jump down the very deep pit and shout: "Jigger me! Whistle and flute! Barnet fair! Trouble and strife! Apples and pairs! I'm alright, guv'nor!

(B) Slap the unconcious guard repeatedly round the face, saying "Wake up, wake up, the other prisoner is trying to escape. He was responsible for the cage falling on your head – I tried to stop him but he knocked me out too. I'm on your side. I can teach you how to turn base metals into gold – it takes about 18 years and I need to be living in a very comfortable room with lots of chicks while I'm doing it..."

(C) Go back to sleep.

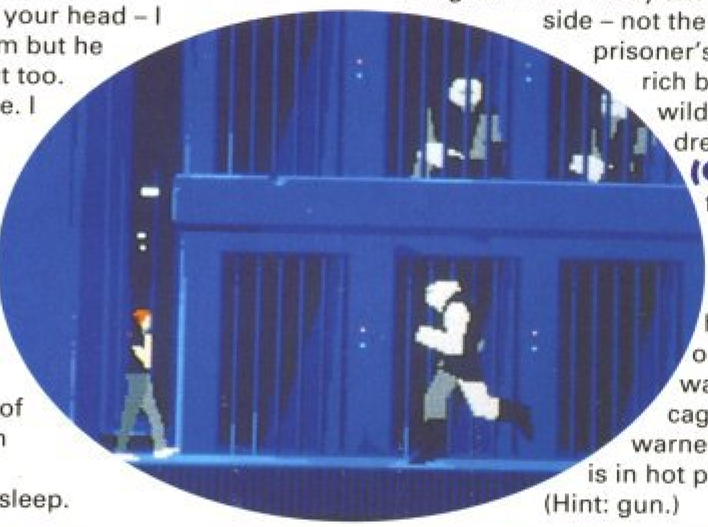
(D) Discover a gun on the ground, pick it up and then run to the right.



Lester notices an alien charging directly at him. The question is whether it's the alien he was in the cage with, or yet another guard. So, does Lester...

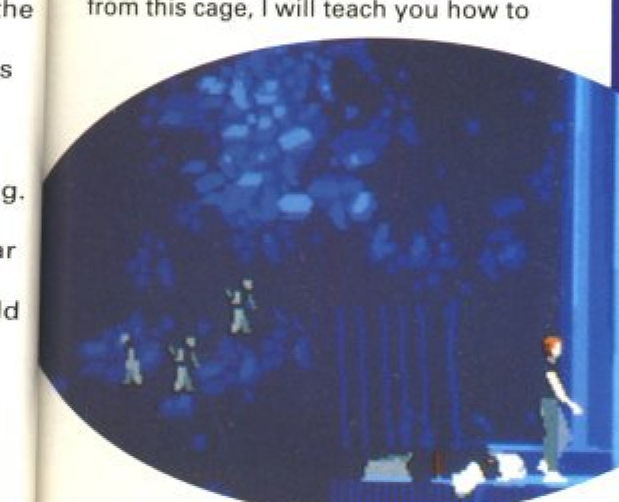
(A) Shout: "Apples and pairs! My old man's a dustman!"

(B) Say: "Look, if you're the alien I was in the cage with a minute ago, then don't think I was grassing you up to that guard back there. If, however, you *are* a guard, then I really can turn base metals into gold. And I really am on your side – not the other prisoner's. You'll be rich beyond your wildest dreams..."



(C) Go back to sleep.

(D) Let the alien run past – he *is* the one who was in the cage. But be warned – a guard is in hot pursuit. (Hint: gun.)



ANSWERS TO THE ANOTHER WORLD EXAM

Mostly A's : You're obviously a bogus cockney with an extremely unimpressive grasp of rhyming slang. You may even be Eddie from *Neighbours*. You won't get far in this game, me old china.

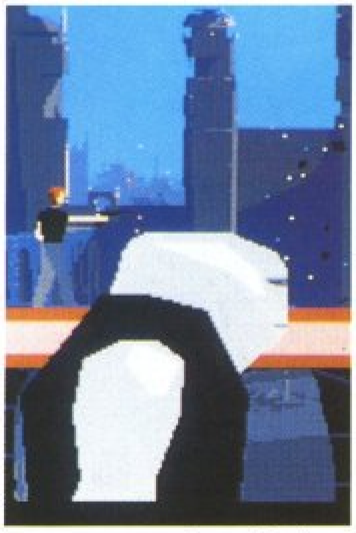
Mostly B's: You're a bit like the fat bloke from *Land Of The Giants*. You're despicable, untrustworthy, generally odious, will go to any lengths to save your own skin and have never appeared in anything else apart from one crap TV movie called *The Medicine Man*. (Oh, and you won't get very far in this game.)

Mostly C's: You're very lazy. You won't get very far in this game. Go back to sleep.

Mostly D's: You're a winner. A star. The bees knees. You 'know what you want and you 'know where to get it'. *Another World* should be a piece of cake for someone of your calibre. (Mind you, it wasn't exactly a difficult test.)



Dunc: If you've read absolutely everything before this, you'll know whether you belong to group A, B, C or D. If you *haven't* read absolutely everything before this, you won't – so I'll be able to sub-divide you even further and plonk you into what I'll call Group E. This review is split into four parts. One bit for Group A, one bit for Groups B and C and so on. You must know which group you belong to or things will become confusing. Be sure about your Group before reading on.



Group E: You've jumped straight in and haven't taken the *Another World* test. This queue-barging simply isn't on and will do you no good. Go back to the very beginning and read everything – you'll find you're no longer in Group E. (Group E, by its very nature, is a temporary group.)

Group D: You're a bit crap really, aren't you, Group D? There's one thing that can be said about members of your 'tribe', and it's that you all failed to complete the *Another World* demo. Pathetic, really. There were only about 10 things you needed to do, but you obviously fluffed one or more of them up. If you thought the presentation of the game was fantastic and want to see more, you should ask yourself this simple question: "Will I actually get to see any more?" And the answer is NO. Level one was the easiest part and you didn't even manage to see all of that. The chances of getting further are slim, to say the least. It's sad. Very, very sad.

Groups B and C: You haven't seen this game move, have you. Well, it's all done in vectors rather than bitmaps and as a result it's, er... let's say it's different. It's a bit hard to explain, really. Imagine the *Prince Of Persia* sprite enlarged a couple of times and rendered in triangles and things. That sounds crap I know, but if you look at the static pics and imagine them moving in a real-to-life fashion you'll be there. Mind you, I say real-to-life, but when Lester breaks into a run it's more a case of ponce-o-motion – he skips along as if he's got at least 18 daffodils rammed up his bottom.

Don't worry too much about this though, because for the main part the motion is superb – Lester, the alien, the guards, the nasties, the lot.

So what about the sound? Well, it accompanies the evocative graphics perfectly. An alien wind wails in the background on the planet's surface. As you descend into the caverns, the hollow booming sound of distant mining machinery rises up. It all serves to make you feel helpless – which, of course, being in Groups B and C, you are.

Group A: Thank God for Group A. You know what *Another World* is all about already. But what's it like later on? More of the same but different. Lots of changes in scenery, lots of problems much harder than those in the demo and lots of 'coo, look at that' noises from the impressed people you'll no doubt be showing it to when you've mastered it.

Basically, this is not *totally* unlike a Don Bluth game. Okay, so Don Bluth games aren't even proper games, just demos with a joystick wiggle between each scene, but there is a very small element of this in *Another World*. The gameplay isn't quite 'linear' enough. You're not free to 'do what you want for as long as you want'. There's an element of exploration but a lot of the game is learnt in little chunks which you're forced to repeat over and over again, till you get them exactly right.



Is it a bird? Is it a plane? Who knows!

Still, I'm being snotty, whingeing about a game which is really rather special. I'm going to have to put myself in a brand new group – Group F.

Group F: I'm a git and I ought to keep my mouth shut. *Another World* is brill. STOP

WHAT'S WHAT

TITLE	Another World
PUBLISHER	Delphine/US Gold
FORMAT	ST & Amiga/PC
PRICE	£25.99/£30.99
RELEASED	Out now

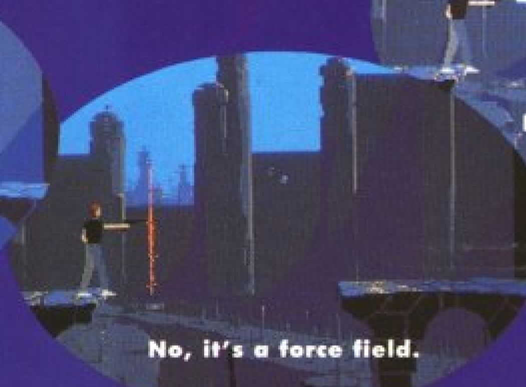
GRAPHICS	ADDICTIVENESS	SOUND	EXECUTION	OVERALL
93	87	92	89	90

LESTER'S PACKING QUITE A PIECE

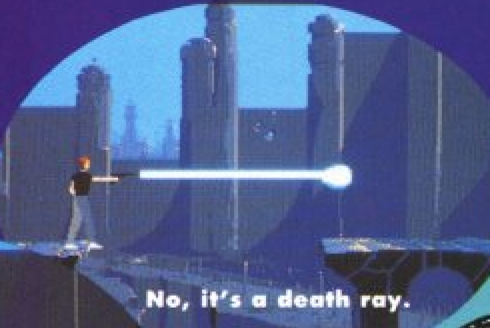
Yes, Lester's gun could have been bought from Remington or Ronco. It's a four-in-one job. It shoots, shields and blasts. (And the handle turns into a pair of scissors*.)



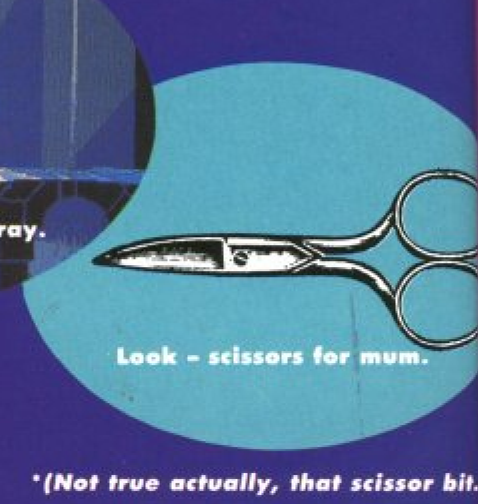
It's a laser beam.



No, it's a force field.



No, it's a death ray.



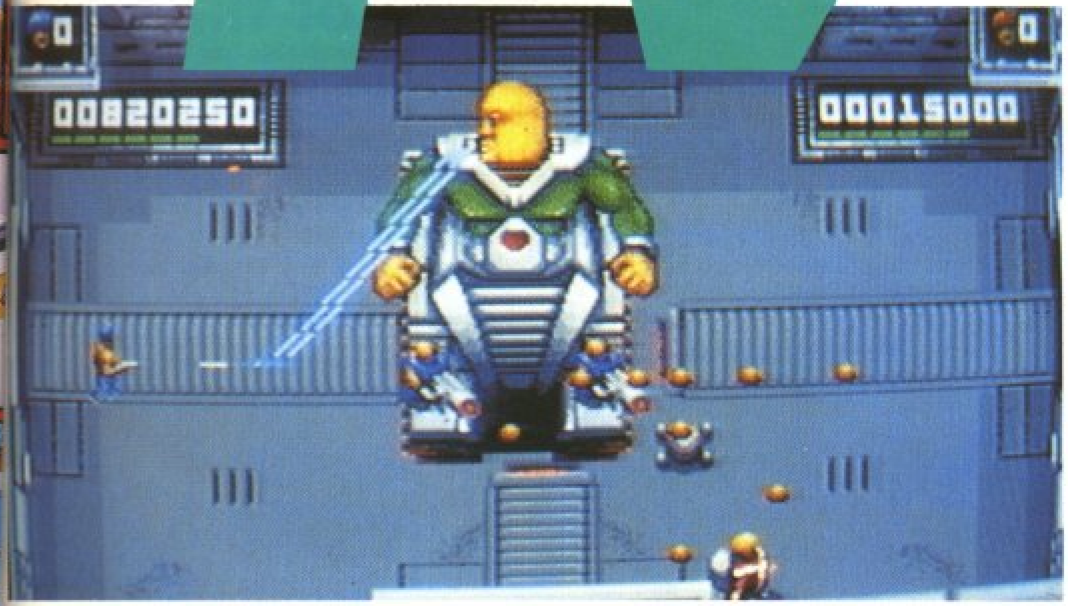
Look – scissors for mum.

*(Not true actually, that scissor bit.)



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● OVER 2,000 DIFFERENT COMBINATIONS OF EVENTS
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● SUPERB GRAPHICS
● UNIQUE USE OF VECTORS IN SPORTS EVENTS
● UNUSUAL PERSPECTIVES THAT MAKE FOR GREAT GAMEPLAY
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● TOTALLY ORIGINAL LINK EVENT; THE MULTI-COURSE MARATHON
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421
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Test your skills in the
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• 200m Freestyle
• 400m Butterfly or
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6 SPORTS COVERING 21 EVENTS

SMASH TV



Patrick McCarthy likes games that are sedate and thoughtful, with plenty of time between events to fully appreciate the ramifications of his actions. That's why he's so fat. *Smash TV* should sort the porker out.

Imagine, if you will, a game show so shallow and superficial that the horribly greedy contestants actually profit from stupid, immoral and despicable acts. Yes, that's it – *The Price Is Right*. Imagine another game show, in which those taking part are ritualistically hurt to provide the small-minded audience with cheap and nasty thrills at other people's expense. You've got it – anything presented by Jeremy Bleeder. Now take the concept of these two shows to their logical (and more honest) conclusion – contestants want fame on TV and luxury consumer items, so they can just get in there and fight for them. Never mind getting enjoyment from other people's minor sufferings – let's do it properly and enjoy other people dying. Sounds pretty good so far, doesn't it?

By the kind of coincidence which you just knew was coming, that's what *Smash TV* is all about. Fight your way through hundreds (and hundreds and hundreds) of muties, get power-ups and win cash and big prizes. If you've been in an arcade at all this year, you've probably seen it, so why am I wasting time waffling on about it? Well, there are other people besides yourself, you know – people who may not be able to get into an arcade, Mr Selfish – and they have to be catered for too.

It featured a nifty two-joystick control system and was pretty damn hectic. The big news about this conversion is that if you happen to be a two-joystick family, *Smash TV* can also be controlled by one player using two joysticks. If you happen to be a *four* joystick family, two players can each play with two joysticks. There are also normal one and two-player options.

It's a simple enough premise: once you enter a room, there's no way out until you've wiped out the required number of baddies (about thirty million) who come pouring into the room from the various entrances. Once you've cleared a room, you can enter bonus rooms (which are even more hazardous than the regular ones, but reap bigger rewards).

WHAT'S WHAT

TITLE	Smash TV
PUBLISHER	Ocean
FORMAT	ST & Amiga
PRICE	£25.99
RELEASED	Out now

AMIGA

Patrick: Forget *Rosemary Ugly's Pig And Sty Workout* – if you want to lose weight in a hurry, play *Smash TV*. I've lost nine pounds in just two days. (Mind you, you can't leave anything lying about around here for five minutes.)

If you're going to play the game in all its two-joystick glory (one controls the direction you move and the other the direction you shoot), you're going to need to find a way of securing two joysticks to the table while you wrench them around with your hands. Perhaps you could nail them down, or hold them with your revoltingly prehensile feet. Perhaps you can hire a peasant from the local village to hold them for you. They'd probably welcome the chance to be warm for a few hours. If you only have one joystick, it doesn't really matter – the two-joystick bit is more of a 'replicate the arcade game' treat than a necessity, although it does make your expected life-span considerably shorter. Perhaps you can get a mate round to play as a team.



And tonight, we present a truly nasty, violent, mindless game...



...yes, ladies and gentleman, welcome to *Blind Double Date*!

Last time I saw action this hectic and violent (stand on a mine and your eyeballs fly across the room) was at a car-boot sale in Peckham (except the car-boot sale was marginally more violent). The minions charge at you from all directions. (I wonder who they are? And I wonder how the TV company hires these mutants to do the job of getting killed? They're probably researchers. If you think of them as ex-Oxbridge types, it just adds to the fun.)

There are hundreds of speed-ups, power-ups, special weapons and end of level basts. The different mega-baddies – like Mutoid Man – can only be hurt by special weapons. Add this hyper-action to the multiple joystick-control system and you have something of a wow.

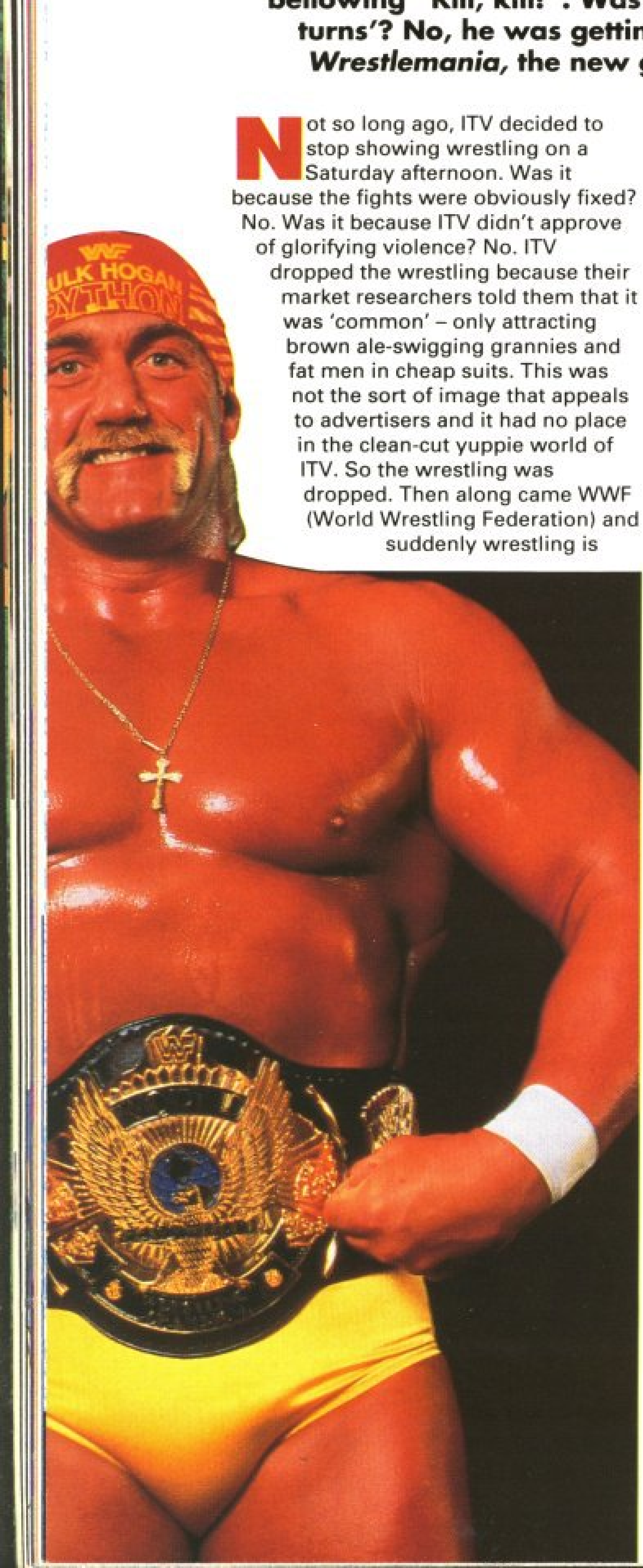
If you liked the coin-op, you'll love this – it's very faithful to the original. Be prepared to get sweaty. *Smash TV* – play the game and regain your figure.

GRAPHICS	85	ADDICTIVENESS	84	OVERALL 88
SOUND	80	EXECUTION	88	

STOP

WWF WRESTLEMA

Eccentric aristocrat *Lord Paul Lakin* stomped into the ZERO office, wearing a figure-hugging leopardskin leotard and bellowing "Kill, kill!". Was he having another of his 'funny turns'? No, he was getting into character to review *WWF Wrestlemania,* the new grunt 'n' groan sim from Ocean.

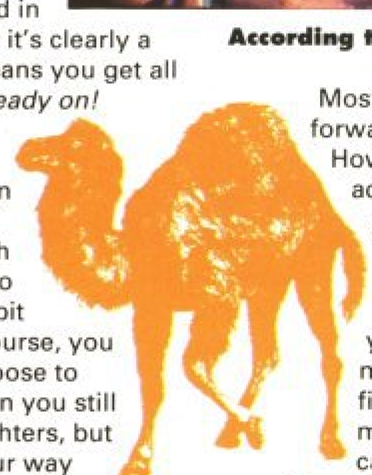


Not so long ago, ITV decided to stop showing wrestling on a Saturday afternoon. Was it because the fights were obviously fixed? No. Was it because ITV didn't approve of glorifying violence? No. ITV dropped the wrestling because their market researchers told them that it was 'common' – only attracting brown ale-swigging grannies and fat men in cheap suits. This was not the sort of image that appeals to advertisers and it had no place in the clean-cut yuppie world of ITV. So the wrestling was dropped. Then along came WWF (World Wrestling Federation) and suddenly wrestling is challenging *The Simpsons* for the This Years Big Thing (Please Mum Buy Me One) Award. Which tells you a lot about the people in charge of ITV.

"Ah, but..." cries the overpaid market research analyst, "WWF is completely different from old-style wrestling. There's more razzmatazz, more style – it's got Youth Appeal!". Well, they're wrong. WWF is basically just like the Saturday afternoon wrestling, but more so. Instead of Big Daddy and Giant Haystacks, you've got Hulk Hogan and Ultimate Warrior. The same as it ever was, except it's American.

GET A GRIP

Ocean's conversion of this musclefest comes covered in so many ©'s and ™'s that it's clearly a licensed product. This means you get all the lovable, huggable (*Steady on! Ed.*) WWF heroes. If you elect to play in practice mode, then one player can be either Hulk Hogan, Ultimate Warrior or British Bulldog. Player Two has to be Mr Perfect, which is a bit of a downer (unless, of course, you like Mr Perfect). If you choose to take on the computer, then you still get the choice of three fighters, but now you have to fight your way past five fighters going by such bowel-loosening names as The Warlord and Sergeant Slaughter.



All fighters are capable of kicking, drop-kicking, stamping and pinning their opponents into submission. The really ambitious can even clamber up the corner posts and hurl themselves at their enemy. However, what's far more important is each fighter's special move. These range from fairly innocuous things, like Pile-Drivers and Full Nelsons, to the frankly alarming, such as Sergeant Slaughter's Camel Clutch. The name alone is enough to make your eyes water.

LORD OF THE RING

The fights themselves last a maximum of five minutes, during which time you try to defeat your opponent by pinning him to the ground for three seconds. You can only do this when his energy bar reaches practically nought as a result of you having kicked his butt round the ring. You can also defeat an opponent by making him stay outside the ring for 20 seconds.



According to our reviewer, "huggable."

Most of the fighting is straightforward punch and kick. However, the really frantic action takes place when you get into a, er... 'clinch' as it were. Then it's joystick waggle time. Both of you waggle away trying to get your power bar to reach maximum. The first person to make it gets to carry out his special move. Well, lucky old him, eh?

The other frantic moment in the fighting comes when your wrestler hits the deck. Time to hammer away in a desperate attempt to get him on his feet again, before your opponent carries out facial improvements with his feet.



Mr Full Nelson looking for his camel, Clutch.

...NIA



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Paul: Let's get one thing straight – I hate WWF. Not the game, you understand. I'm hardly going to give something like that away at the beginning of a review, am I? It'd be like an Agatha Christie starting with "The butler did it, with the lavatory brush and a bottle of olive oil". There'd be no point in reading on. No – it's the real thing I hate (as far as it can be called 'real'). I mean, what's the point of it all? A lot of fat gits poncing around a ring pretending to hurt each other. It's like a pantomime except it's the blokes who wear the tights. Give us a break.

The first difference between *WWF*, the computer game and WWF, the slapstick comedy is that in the computer game the wrestlers actually hit each other. That's a step in the right direction for starters. They not only hit, of course – they grip, trip and kick. It's all pretty exciting really. Each wrestler is well-drawn and animated (although Hulk Hogan looks a bit like someone's Grandad) and there's no shortage of fighting moves.

Where the game is slightly let down is in the sense of perspective. This seems to be a problem with a lot of beat 'em ups. The backgrounds look suitably 3D-ish, but the wrestlers seem strangely two-dimensional and it's frustratingly difficult to line the two fighters up. Far too often, you find yourself punching or kicking fresh air. Mind you, that's what normally happens to me in a fight anyway.

Like most beat 'em ups, *WWF* really comes into its own as a two-player game. After all, it's a lot easier to hate people than computers. Trying to out-waggle a computer is a bit futile – they don't get tired, though in the earlier levels the computer isn't that quick. More importantly, there is a lack of variety in the player-versus-computer mode. You simply progress from one opponent to the next. Sure, each wrestler in *WWF* has his own special move, but beyond that there's only a very limited range of punches and kicks available.

WWF is a very well-executed game, if rather lacking in depth. But after all, it's only a beat 'em up – not a BCCI simulator. If you're a fan of WWF or enjoy a good joystick waggler, you'll not be disappointed by this game. In fact, you'll probably love it to bits.



THREE PROBLEMS WITH JOYSTICK WAGGLERS

1 They're very expensive: joysticks do not come cheap and few joysticks can survive more than a few serious waggles.

2 They're knackering: you've heard of tennis elbow, well I've just discovered WWF Arm.

3 They're rather rude: now let's not beat about the bush here. If you're sitting there waggling a joystick it can easily look as if...well as if...you're...erm...you know... Let's put it this way, playing *WWF Wrestling* with two foul-minded Art Chicks sitting behind you is very embarrassing.

HOW TO BE A WRESTLER...

1 Be a bloke. Chicks can't be wrestlers 'cos they can't grow moustaches.

2 Have an ill-fitting pair of trunks. If you want to be a real super-star, you might do better squeezing into your sister's swimming costume – do *not* wear a bikini.

3 Have an outrageous name – try 'Wolfgang Hairy Bits'.

4 Have some anti-social jewellery, such as spikey shoulder pads, big buckle belt or Gyles Brandreth medallion.

5 Under no circumstances do any fighting. It's much too dangerous and you might get hurt.



WRESTLING REJECTS

Not all wrestlers make it to the big time. These WWF heroes never reached the top flight.

MR MYSTERY: The only undefeated wrestling hero. However, his 100% record was based on the fact that he never took part in a fight. Once the board of control realised he didn't actually exist, he was banned immediately. Nothing has been heard of him since. (Not that anything had been heard of him before.) *Special Move: The Late Train.*

ERIC WHISTLETHROW: Weighing only six-and-a-half stone, and clad in sensible Marks & Sparks trousers and pullie, this bespectacled hero from Surbiton looked set to conquer the world. No-one could bring themselves to hit him with all those grannies in the audience. *Special Move: The Polite Cough.*



***WWF WRESTLING*: Good for those who enjoy a good waggle on their joysticks.**

WHAT'S WHAT

TITLE	WWF Wrestlemania
PUBLISHER	Ocean
FORMAT	ST & Amiga
PRICE	£29.99
RELEASED	Out now

GRAPHICS	85	ADDICTIVENESS	83
SOUND	80	EXECUTION	82

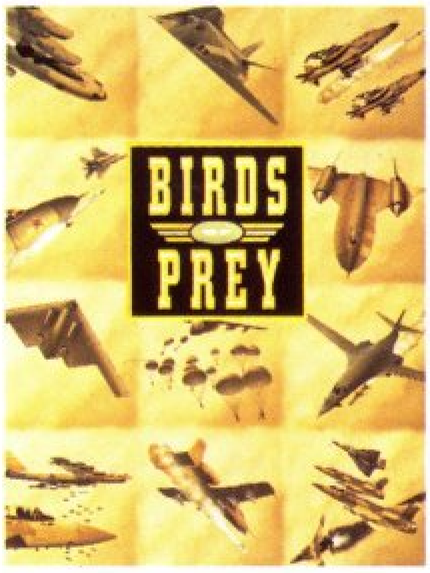
OVERALL 82

STOP

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flying a fighter or a bomber you can do it all in one game.

Each of the different mission types, ranging from Aerial Reconnaissance and Interception to Bombing Raids and Troop Drops is open-ended. The possibilities are unlimited.

Choose from a vast array of military might including the F-117A Stealth Fighter, the Tornado F MK. 3, the BAC Harrier Gr Mk.3 and the Mig-29 Fulcrum, 40 planes in total.

Whichever you opt for, you'll be confronted by a frighteningly accurate simulation of state-of-the-art warfare.

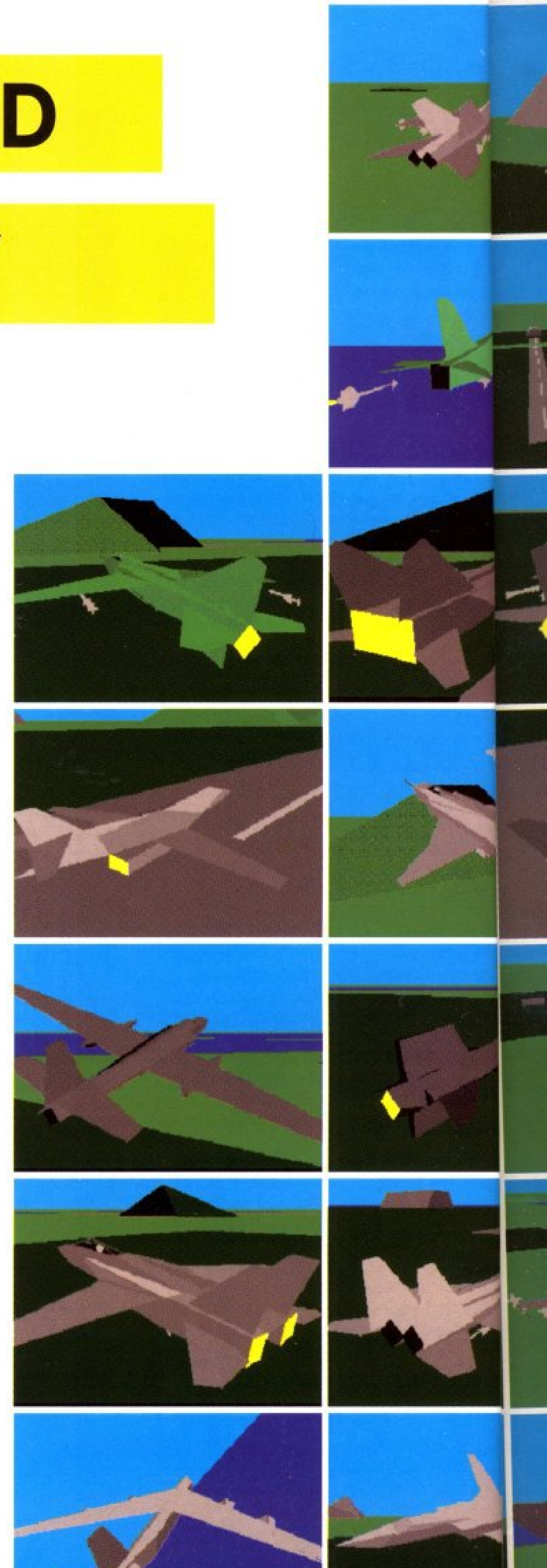
And whichever mission you choose, you'll find yourself flying into a real-world environment of continuous action taking place on land and sea.

Before you take off however, you must plot the positions of your enemies and conjure up strategies to destroy them. Then you arm your aircraft from a bewildering array of hi-tech weaponry.

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MILLENNIUM PRESENTS

JAMES POND 2

CODENAME

RoboCod



THE One 92%	AMIGA POWER 87%	AMIGA FORMAT FORMAT GOLD 91%	C+VG 93%	ACE TrailBlazer 934	CU AMIGA SUPER STAR 93%	X RATED XXXXX

MILLENNIUM

HEIMDALL



If you don't leg it... you'll have to use this as the combat screen

ZERO HERO

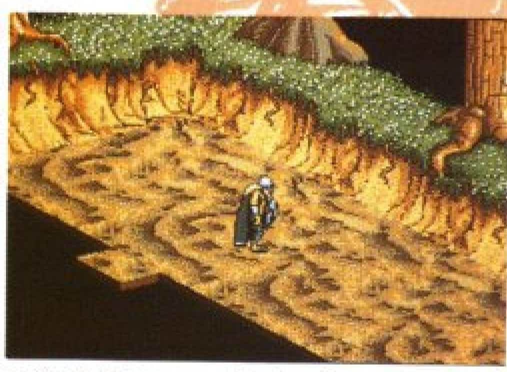
"This game from Core Design is crap," said *Duncan MacDonald*, "It looks just like an Amiga workbench screen." From this we deduced two things: *Heimdall* will only work if you've got one megabyte of memory, and the reviewer is really incredibly stupid.

It's Norse legend time, and the Gods are in a bit of a pickle. Loki has nicked Thor's hammer, Odin's sword and Frey's spear and he's hidden them on Earth. So Thor raises a magical storm over the Viking lands and a boy is born to a young maiden (who until that moment hadn't even realised she was with child). It's bit like the Bible really, except Jesus didn't have to search the planet for a hammer, a sword and a spear. Heimdall, born during Thor's thunderstorm, does. So now you know 'The Task'. Lucky really, because an RPG without a 'Task' is like a marmite sandwich without any marmite in it.

Heimdall is not alone in his quest –he's allowed to take up to five team members with him. There are 30 willing recruits in total, ranging from Ironmongers (hint: locks) through Wizards to Beserkers. But not all of them are particularly excellent. So how do you ensure your gang is a useful one full of chaps that won't bottle out and who can 'handle themselves' when the going gets tough?

The first thing you do is to determine your attribute score (which, if it's high, allows you greater choice when selecting your posse. Your attributes are decided by a three-stage test of mini-arcade games, which are...





Heimdall goes walkabout.



Choose your destination.

Axe-throwing: You're in a tavern and are given ten axes. You have to throw them and cut off barmaid Helga's pigtails. Unfortunately for Helga, you're totally pissed. I'm not joking. Jocky Wilson Darts ahoy.

Pig-chasing: You're taken to a farm, where you have to catch a greased pig within a time limit. Hard enough in itself, but when you consider that you're still wibbly from the ale in the tavern... well!

Boat-fighting: Running from one end of a boat to the other and grabbing a sack of coins sounds like a cinch, right? Wrong! There are several armed guards out to stop you.

Now it all really begins. A massive game set in three mythological Viking worlds: Midgard, the world of men; Utgard, the world of giants, and Asgard, the home of the Gods. Each world is split into islands which can be sailed to in turn – if you've picked up enough food to feed your party for the entire voyage. But when you get to each island? Well, nightmare city! Lateral thinking problems, hidden traps, nasties-a-go-go and the discovery of sub-quests which have to be completed if you're to get anywhere with your main task. Phew, eh? But it's an RPG, don't forget. RPGs are always like that.

If you leave everybody alone, you'll never discover if they were carrying anything. Besides, they're sometimes blocking exits and things. Approach and the fun begins. Fighting takes place from a first person perspective – a sort of cross between *Dungeon Master* and *The Immortal*. Click on whatever weapon/spell you want to use then wait. The enemy drops his guard. Hit him. Oh, he hit you. Hit him again. Oh, he hit you again. Die. And so on.

Yes, and so on. Like I keep on saying, it's an RPG. You are Heimdall. (Almost – the real Heimdall wouldn't be able to save his 'position' to disk, so you've got one over on him in a way. Ha ha.)

WHAT'S WHAT

TITLE	Heimdall
PUBLISHER	Core Design
FORMAT	Amiga/St/PC
PRICE	£34.99/Tba
RELEASED	Out Now/January March

AMIGA

Dunc: One of the shortest reviews in ZERO's history? Class graphics – it's got 'em. Class gameplay – it's got that too, and heaps of atmosphere with brilliant fights. *Heimdall* shows that RPGs don't have to be boring – it takes the genre and puts it on a shelf where it's accessible to everybody. Right, have you got a 'Games I must buy' list handy? Yes? Well, put this one on it then.

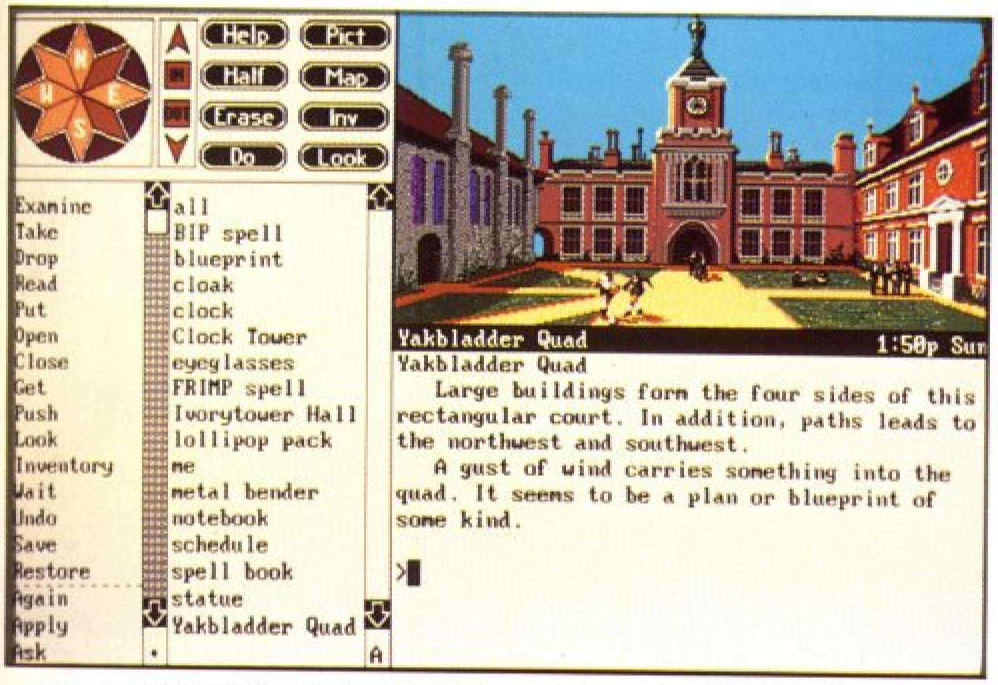
GRAPHICS 91	ADDICTIVENESS 89	OVERALL 92	STOP
SOUND 88	EXECUTION 90		


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ADVENTURES

FIT FOR A KING

In Bethlehem there were three wise men, but here at the ZERO office, which bears more than a passing resemblance to a stable, we could only find one. And that was only *Mike Gerrard*. However, he *was* bearing three gifts for all you adventure lovers...



The quad at Sorcerer's Uni – peaceful, tranquil... but not for long!



SPELLCASTING 201

Sierra/PC/£32.99/Out Now

PC

ZERO HERO

It's a miracle – the arrival of the sequel to Legend's *Spellcasting 101*, going by the confusing name of *Spellcasting 201: The Sorcerer's Appliance.* This sees Ernie Eaglebeak in his second year at Sorcerer University, and that's the year when American students get to pledge a fraternity. This is like joining a club, except it's got a silly name, like 'Phi Delta Kappa', or 'Phu Whatta Scorcha'. In Ernie's case, it's the wittily-named "Hu Delta Phart", which gives you some idea of the level of humour. Lower even than ZERO's. *(Steady on. Ed.)*

Before you can join a fraternity, you have to undertake various assignments to prove your worth, like running across the road stark naked, which gives Ernie the first set of problems he has to cope with. These are going to be trickier than usual, as the Pledgemaster (the even more wittily named Chris Cowpatty), has taken an instant dislike to Ernie and is out to make the tasks as tough as they come. On top of that, the new President at Sorcerer Uni, Otto Tickingclock, has given Ernie the important job of learning the intimate secrets of SU's greatest treasure – the Sorcerer's Appliance. Now read on...



A student undergoes his initiation ritual.

You begin the game in the Sorcerer's Lab, where you're given yet another challenge – and only two hours to complete it. Yikes, what is it this time? Fill the Mage's bathtub before he gets back. Oh, easy-peasy! Pick up a handy spellbook, and you find you know the spells of BIP (to produce soft music), FRIMP (to levitate) and PRENT (to, erm... animate yellow fruit). But lawks, what luck – here's a banana. Go for it, PRENT THE BANANA! Straight away, you're in the wonderfully daft world of author Steve Meretzky, as bananas sprout appendages, start running around the screen and breeding like rabbis. Sorry.. *rabbits.* Meretzky's much better at this type of thing than at inventing names like "Hu Delta Phart". The bananas go bananas, everything gets out of hand, and within ten minutes you're really glad you started the game.

The system's just as it was in *Spellcasting 101*, allowing you to play by mouse, using the arrow keys, or by typing all commands. You can click on objects in the graphics window to examine them and activate them, or, if you prefer the wordy approach, re-arrange the screen so that the lower half is totally text. And what text! – I think Meretzky must have a bottomless well of jokes at the end of his garden.

Spellcasting 201 is pure gold – the best adventure released since *Spellcasting 101*.

GRAPHICS 85	ADDICTIVENESS 93	OVERALL
SOUND 70	EXECUTION 89	90



LEISURE SUIT LARRY 5

Sierra/PC/£39.99/Out Now

Larry's back... and Patti's front. What a combination they make! In the fifth in the series of games featuring prize dork Larry Laffer, sub-titled *Passionate Patty Does A Little Undercover Work*, he's been set the perfect challenge. He has to find the sexiest woman in America. The reason is that a certain porno TV company wants to make a raunchy series for cable TV called *America's Sexiest Home Videos*.

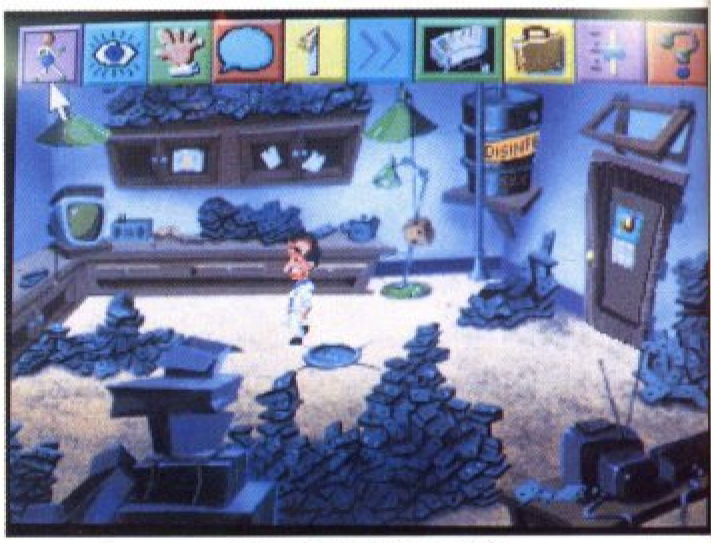


Meanwhile, Passionate Patti – who you also get to play for a part of the game – is involved with the FBI in exposing corruption in the American music business. This is why you get a free copy of *PlaySpy* magazine. But don't get too excited about the centrefold – more flesh gets flashed in the average issue of ZERO.

After the usual lengthy introduction sequence you're dumped in the lobby of the porno headquarters building. You're working there as a humble technician till you're chosen for the job in hand (so to speak). Despite the state-of-the-art, hi-tech system – requiring a hard disk with six trillion kilobytes of free space – the games are still a bit creaky. Can you get Larry through the right door when you want to? Nope – he sometimes stands and jigs about on the screen like someone desperate to get into a locked lavatory. Outside the building, you can spend ten minutes moving him all around the screen before you come to the conclusion that there appear to be no exits. Give me the old text-only "There are exits east and north" approach any day.

There's an extra icon at the top of the screen for this game, in addition to the usual Walk, Look, Speak inventory and so on – it's a zipper. Guess what Larry tries to do if you activate that one (though only in the appropriate place). By exploring the headquarters, you should be able to charge your battery charger and link it to your portable camcorder, ready for the video auditions you're going to carry out. You can also find the files on the three likely candidates for sexiest woman in the US. There are clues as to where each of them might be found – it's all a bit hush-hush, and I *would* tell you why, but some of the intro scenes which explain the plot were flashed on and off faster than a stripper's g-string.

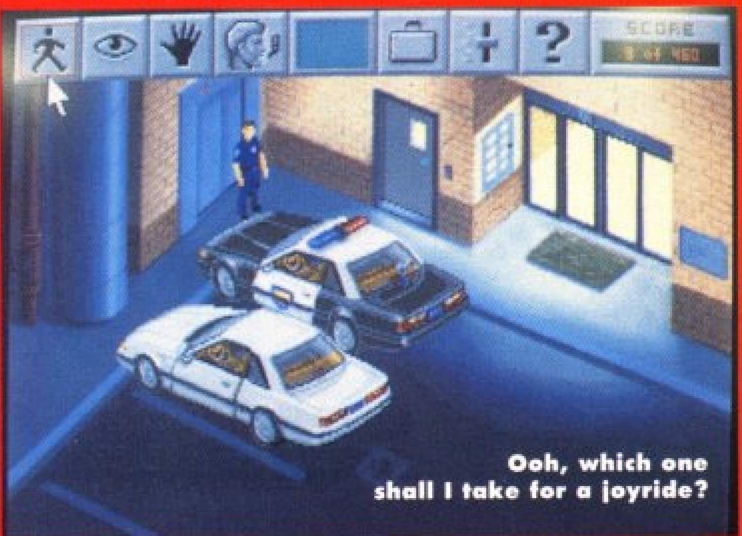
Larry 5 looks to be as good as the previous offerings, which means that you'll be playing it more for the fun and frolics than the adventure challenge. For the latter, look to something like *Spellcasting 201*. But it's horses for courses, and it's *Larry* for lechy laffs.



Larry gets video piles.

GRAPHICS	75	ADDICTIVENESS	82	OVERALL 77
SOUND	65	EXECUTION	80	

POLICE QUEST 3



Ooh, which one shall I take for a joyride?

Sierra/PC/£39.99/Out Now

The third in the *Police Quest* series plops off the 'Sequel Sierra' production line. The name's still Bonds – Sonny Bonds, a homicide detective in the Lytton Police. But this time the crime wave gets closer to home, as your wife Marie has been viciously stabbed. Can you keep your temper and follow professional procedures to help bring the criminal to justice?

Police Quest 3: The Kindred uses the now familiar Sierra system of full-screen moving graphics, with a row of icons called up across the top by pressing the ESCAPE key. Clicking on each icon changes the on-screen pointer to an eye (to look at objects), a hand (to manipulate something) etc. It's easy to use once you get the hang of it. Methods we first saw in *Heart Of China* – sections of animated action using digitised images of real people – are also used.

It's a pity the door to the Vice Squad at police headquarters is locked, but you can have a bit of fun exploring the rest of the building. First, you have to get to the briefing room and do a few essential introductory tasks, like investigating a complaint against one of your officers, and making a phone call to the Despatch Office. This is necessary, otherwise when you leave the building and leap into your police car, you'll have no idea where you're going. The game comes with a Lytton Police Procedure and Operations Manual, which includes a map of the city.

Although the Sierra games are getting bigger all the time – and you'll need a hard disk to play this one – the system still has some of the annoying problems that existed back in their early games. To get out of a room through an open door, you still have to jiggle your character around into the *exact* position required. Sometimes the character goes into a demented jig as you try to manoeuvre him.

Any extra speed you gain by running from a hard disk is lost as each screen now has much more graphic detail – so it still takes ages to load as you move from one place to the next. But what the *Police Quest* games lose on playability, they gain on authenticity, and you do get the feeling you're involved in a real investigation. The sometimes gruesome graphics also add to the feeling – just don't throw up over your hard disk or you'll never play another Sierra game in your life. STOP



GRAPHICS	86	ADDICTIVENESS	75	OVERALL 79
SOUND	78	EXECUTION	80	

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OVERALL
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SUPERHEROES
FOUR MEGA-HEROES IN ONE PACK!
LAST NINJA 2
INDIANA JONES & THE LAST CRUSADE
STRIDER II
JAMES BOND THE SPY WHO LOVED ME
■Transported across the abyss of time to modern day Manhattan, you confront your arch-enemy Shogun Kunitoki once more – use all your intelligence, cunning and NInja skills to vanquish this evil man.
■Play out Indy's greatest moments of danger and triumph in this blockbusting game. Fight off the enemy, dodge hazards and search for valuable objects in your quest for the world's most precious treasure – The Holy Grail.
■Strider's armed to the teeth and back with a vengeance. His task – to rescue an important world leader kidnapped by aliens. If his legendary aerobatic ability and swordsmanship are not enough to get you through level after level of action, a blast from his devastating high-velocity gyro laser gun may just do the trick
■James Bond stars in a classic action-packed race against time to save the world from the crazed and power mad Karl Stromberg. With one-to-one arcade style shoot-outs, multi-level action and top secret codes to crack, this is the fastest paced and most exciting Bond thriller to date.
NINJA 2
BACK WITH A VENGEANCE
INDY
Last Crusade
STRIDER
JAMES BOND 007
THE SPY WHO LOVED ME
He's Bond
He's Back
He's 007
DOMARK
Last Ninja 2 © System Three Software Ltd. All rights reserved. Indiana Jones and the Last Crusade TM and © Lucasfilm Ltd. (LFL). Indiana Jones, Indy and Lucasfilm Games are trademarks of Lucasfilm Ltd. All rights reserved. Produced under license from U.S. Gold Ltd. Strider II © 1990 CAPCOM Co. Ltd. All rights reserved. © 1990 U.S. Gold Ltd. Produced under license from U.S. Gold Ltd. The Spy Who Loved Me 1990 Eon Productions Ltd/Mac B. Inc. The Spy Who Loved Me. © 1977 Danjaq S.A. All rights reserved. © 1977 United Artists Company. All rights reserved. Gun Logo Symbol © Danjaq, S.A. and United Artists Company. All rights reserved. 'Lotus' and 'Esprit' are registered trademarks of Group Lotus plc.
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Helpline Tel: +44(0)81 780 2224 Between hours 1.30-4.30 pm (UK time).



BIRDS OF PREY

"Oh no, 40 different aeroplanes and I've got to squeeze them all into a two-page review," whined *Duncan MacDonald* as he was handed *Birds Of Prey* from Electronic Arts. His intro obviously had to be short, so he decided to... (*Snip. Call that a helping hand. Ed.*)

ZERO HERO

You all know what war-based flight sims entail. You have to take part in ground attack missions, air-to-air combat missions or reconnaissance missions. And then you have to land. *Birds Of Prey* has a couple of added 'knobs', such as "Test Pilot" (fly a plane up into the stratosphere) and "Troop And Supply Drops", but apart from that it's much as you'd expect. A war-based flight sim. No further explanations are necessary, so we can get onto the planes...

THE MAP

Oh, before we get to the planes, you should know about the map – an important part of any wargame. In *Birds Of Prey* the map is big, it's impressive and it's rather 'tough'. Not only do you study it during your briefing session, you can also summon it up while you're in the air. (You can scroll it around, set new waypoints, zoom-in, zoom-out and shake it all about before getting back to the action.) Now we can finally get onto the planes.

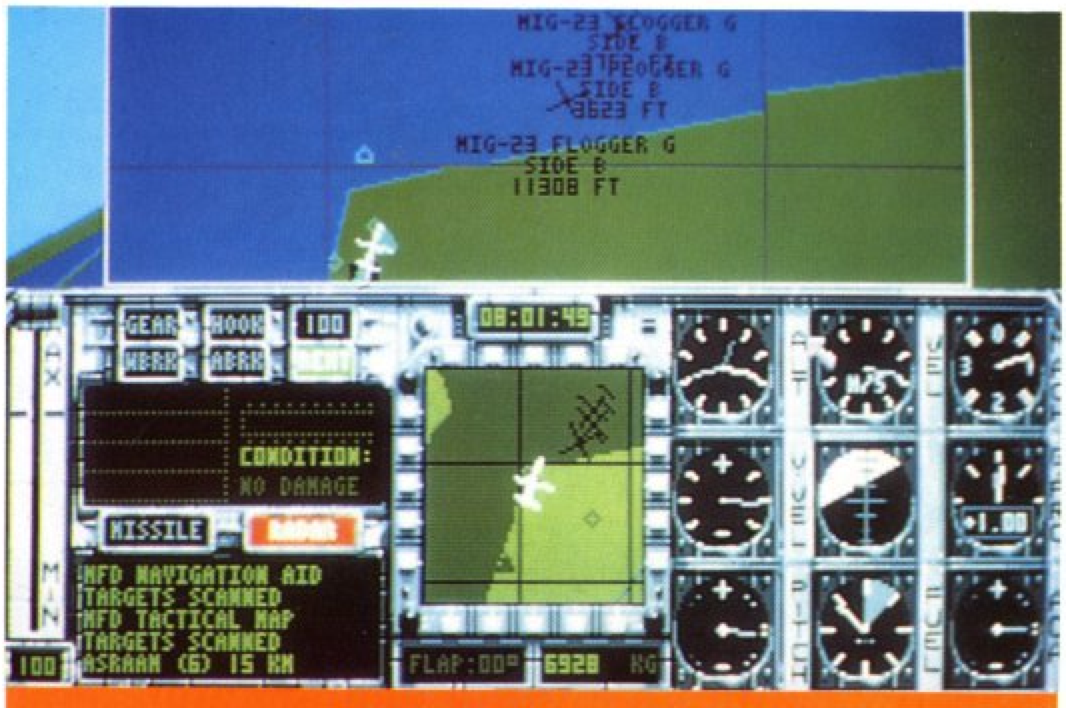
THE PLANES

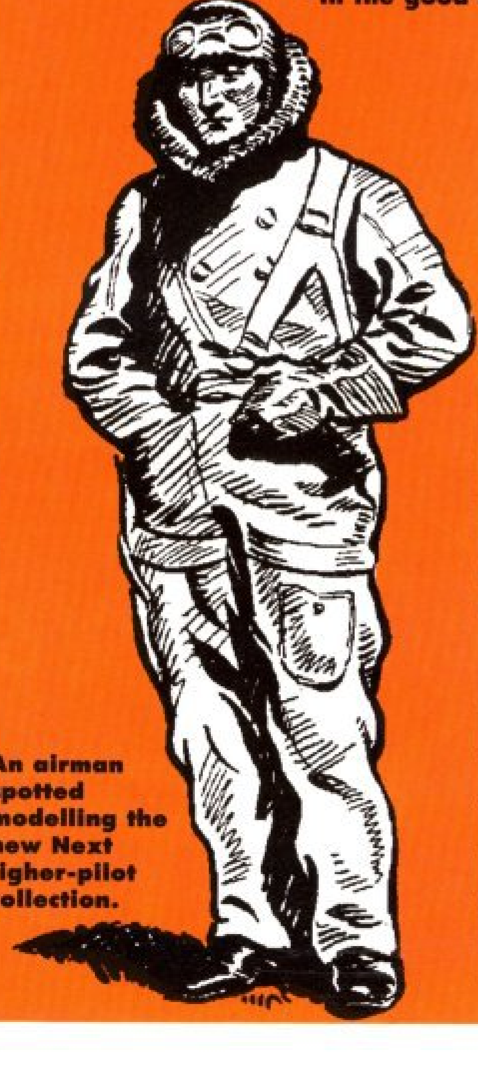
The unique selling point of *Birds Of Prey* is the amount of aircraft at your disposal – 40 of them. The same cockpit instrument panel is used for each, but the handling characteristics and payload capabilities are different (to say the least). So what's on offer?

In the blue corner: British Aerospace Hawk, Saab Gripen, Rockwell B1-B, Tornado, Northrop B2 Stealth Bomber, Northrop Tigershark, Northrop F-5E, North American X-15A (an experimental aircraft), F-18 Hornet, DC-10, F-15 Eagle, Phantom, Lockeed F-117, Lockheed TR-1A, Blackbird, Starfighter, Hercules, Grumman X-29, Tomcat, Falcon, F-111, A-10 Tankbuster, Dassault Breguet Rafale A, Mirage F1-E, Boeing 747, B-52 Stratofortress, British Aerospace Harrier.

In the red corner: Antonov Condor, Yakovlev Forger, Tupolev Backfire, Tupolev Bear, Sukhoi Flanker, Sukhoi Frogfoot, Sukhoi Fencer, Sukhoi Flagon, MiG-29 Fulcrum, Mig 27 Flogger, Mig 25 Foxbat, Mig 23 Flogger A, Mig 21 Fishbed.

So there you have it. Another quality flight sim along the lines of most other quality flight sims, but with an additional 39 planes for you to crash into the ground. It can't be bad, can it? (*We don't know yet. Ed.*)



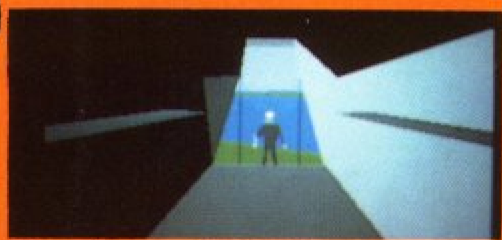


An airman spotted modelling the new Next figher-pilot collection.

"In the good old days of the Cold War it was easy to get a job. Afghanistan, North Korea...



...me and my MiG were there.



The only people who'll employ me now are these bloody programmers."

WHAT'S WHAT

TITLE	Birds Of Prey
PUBLISHER	Electronic Arts
FORMAT	1 Meg Amiga/ST/PC
PRICE	£34.99/£29.99/£34.99
RELEASED	Out now/Early '92/ Early '92

THE 'DID WE DO IT RIGHT' QUIZ

Here are a few missions we attempted earlier. Unfortunately, silly clots that we are, we weren't too sure which plane was right for which job. So we guessed. But did we guess right? And if not, which plane *should* we have used instead? Answers on a postcard to: No, No, No, You'll Get Yourself Killed In That Compo, at the usual ZERO Address. (The winner will recieve a small blu-tac model of Douglas Bader.)

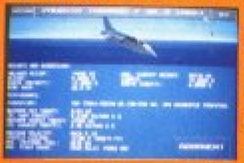


MISSION 1: AIR INTERCEPTION
In the hangar: We've been scrambled and have to blast three enemy MiG-29s out of the sky. What a piece of cake. We've plumped for this beauty. It's massive. It'll scare the shite out of them! Ha ha!
Much flying time later: Oh dear. They don't seem to be very scared at all.



MISSION 2: LONG-RANGE BOMBING
In the hangar: Our bomb target is 200 miles away. It'd take ages to get there normally, but not in this X-15 Experimental Aircraft. Apparently it can handle 4,000 mph without flinching. We'll be back in time for *Home And Away*.
Much flying time later: Eh? There don't seem to be any bombs on board and we seem to be in orbit around Mars.

MISSION 3: TROOP DROP



In the hangar: Aha! The Tornado should be really great for dropping troops. It's got moving wings too. Brill. Look, we can swing our wings. It'll be a bit like on *Going Live*, with Trevor and Simon.
Much flying time later: Er, there only seems to be one 'troop' on board and he doesn't want to be dropped. (*It's the navigator. Ed.*)



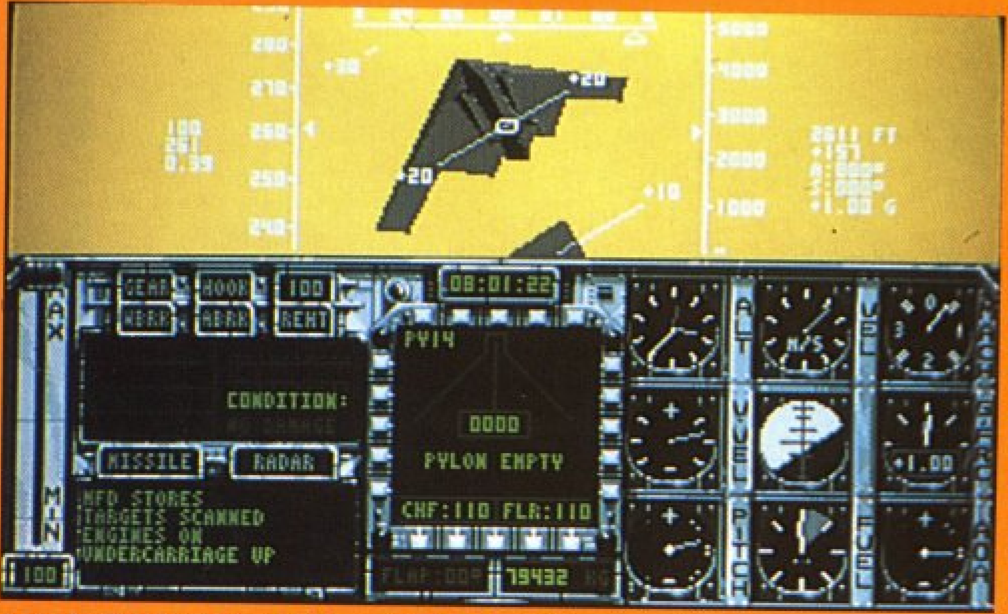
MISSION 4: SEA PATROL
In the hangar: They use Harriers for sea missions, don't they? Well, they did in the Falklands. They're probably easy to fly too – you can't crash if your jets are pointing towards the ground...
Not much flying time later: Ahh... oh, we're going sideways. No we're not, we're going upside-down, er... (Splash!)



MISSION 5: TEST PILOT
In the hangar: Fly an aircraft to the limit of its performance envelope and take it up to the stratosphere? OK. The A-10 Tank Killer looks the business for something like that. Catch the size of those engines.
Much flying time later: Oh dear. It doesn't want to go above 50,000 feet for some reason. (Must be broken.)



MISSION 6: STEALTH RECONNAISSANCE
In the hangar: Photograph enemy installations without the enemy seeing you – that's the directive. Our reply is: "Just try and stop us." Boeing 747s are rather quiet, so that's what we're going in.
Much flying time later: What are all those flashes of light? Someone down there must be having a firework party. Oh, we seem to be right in the middle of it...



Ooh, look what I found down the back of the settee! It's the missing piece from my *'Sky At Night'* jigsaw puzzle...

Dunc: Back in the days before steam, Argonaut Software started work on a flight sim called *Hawk*. *Hawk* was going to be rather 'special' because it was going to have undulating terrain. Nobody believed that it would. Then, five hundred thousand years later (ie now), *Hawk* finally did come out – and it *didn't* have undulating terrain. It wasn't even called *Hawk* anymore, it was called *Birds Of Prey*. This is it.

Okay then, so let's start with the front end. It's brilliant. If games were rated purely on their option screens, *Birds Of Prey* would score a million. But they aren't. Eventually you get to the main game, and there are two things which instantly let it down – the frame update and the control difficulty.

Maybe I was being naive, but my guess was that as Argonaut had tried for so long to crack the undulating terrain problem, the least they would have produced in the process would have been tremendously fast polygon shifting routines. The last thing I was expecting was jerkiness, given a final landscape no more complicated than that of, say, *Falcon*. I was wrong. You have to turn ALL the detail off if you want anything resembling smoothness – and even then it's a bit wibbly.

Then we come to the second problem – the control difficulty. Talk about joystick over-sensitivity. You very soon find yourself forced onto the mouse (aaargh!) – and even then it's still a nightmare. Actually *land* in *Birds Of Prey*? Don't make me laugh. When you've finished a mission it's probably less risky to head straight into the side of a mountain or something. This is definitely no simulation for a beginner. Don't say you haven't been warned.

So that's the down side – jerkiness and over sensitive controls. But everything else is, well, brilliant. The sound, the environment, the war scenario, the map... oh, and all the different aircraft at your disposal (of course). Being able to fly more than one plane is sometimes a bit of a gimmick, but here it's different. With the wealth of different missions on offer you *need* to master at least half of them. (More importantly, you genuinely *want* to – especially the two VTOLs.)

The atmosphere in *Birds Of Prey* is what wins you over in the end, though, even if the jerkiness and control probs do put you right off your stroke for the first couple of hours. The way I see it is that a game which glues itself to the ground in the playability stakes can still pull itself up by its bootstraps as long as you really, really want to become involved. And here you do.

Birds Of Prey may be as hard to get to grips with as climbing Mount Everest with an anvil sellotaped to your forehead, but strangely enough that's part of the fun. You may not agree – how can I possibly tell? These things are personal, after all. Is it a ZERO Hero or what? It's so close that I'm going to give it the benefit of the doubt. But don't forget, this ZERO Hero comes with reservations, so if you're a 'just the last paragraph reader', I suggest you change the habits of a lifetime and read the rest.

GRAPHICS 89 ADDICTIVENESS 93
SOUND 91 EXECUTION 85
OVERALL 90

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review

EPIC





***David 'Charlton Heston' Wilson* has always been fond of epics. When he got wind of Ocean's new title, *Epic*, he promptly covered his torso in baby oil, hopped into his chariot and whipped up to Runcorn. Is he the son of Clot or what?**

Look, don't get me wrong. I'm not the sort of bloke to say "I told you so," but back in 1991 who was it who was always getting reprimanded for mouthing off about the government's appalling record on homelessness? That's right, yours truly. And now look what's happ-ened – it's the 21st Century and the *whole human race* is homeless! But at least they're keeping a stiff upper lip and 'getting on their space-craft' in search of a new planet.

The only problem is that the route from Old World to New World cuts straight through the heart of the Rexxon Empire. The result? interstellar war, of course. Well, waddya expect when 6 billion people start trekking through your neighbourhood with cries of "Any spare change, geez?" and the like. Yep, it's all-out war – and guess who's got the job of defending the Earth's populace? That's right – you, ya sucka. At least you're kitted out with a corking Epic starfighter – hardware that would make Judith Hann go all wibbly at the kneecaps.

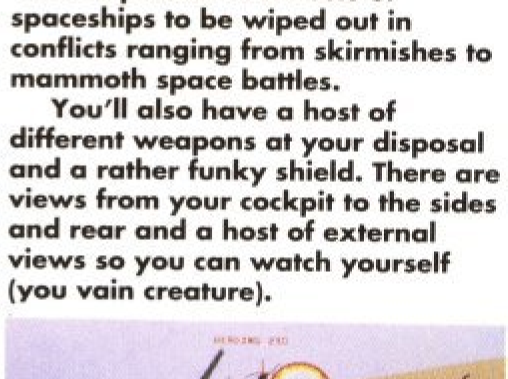
Like *Wing Commander 2* or Glyn William's much underrated *Warhead*, the game follows a linear storyline, with you launched into a series of interactive sections. In *Wing Commander 2*, the interaction was limited and repetitive and soon became tedious. With *Warhead*, you had a great deal of freedom to whizz about all over the shop, but you still had specific tasks to carry out. *Epic* falls somewhere between the two. It takes place on a map, as in *F-29*. Although this time it's four times bigger, it's still possible to fly off the map, so your freedom is limited (how annoying). Still, all the action you could want is in the middle of that map.



***Epic*: for the homeless to imagine...**

There's loads of ground targets to be decimated on the surface of various planets and fleets of spaceships to be wiped out in conflicts ranging from skirmishes to mammoth space battles.

You'll also have a host of different weapons at your disposal and a rather funky shield. There are views from your cockpit to the sides and rear and a host of external views so you can watch yourself (you vain creature).



...it's the Government in their sights!

WHAT'S WHAT

TITLE	Epic
PUBLISHER	Ocean
FORMAT	ST Amiga/PC
PRICE	£25.99/£Tba
RELEASED	January/April

ST

David: I must admit, I started off looking at *Epic* in a critical frame of mind. "Wouldn't it have been good if you could actually have the freedom to fly *Damocles*-style to planets – from seeing them in the distance to seeing ground installations on them when you got down to the surface," I thought. This disappointment was compounded when, after I completed a mission, the game cut to an animated sequence showing your return to the mothership. It would have been really neat if you could actually fly back into the mothership and land for yourself. Ho hum.

Then I started thinking "Hey?! You're being a bit unfair. I mean, you're missing the point here. This isn't a 'freedom to explore a 3D world' sort of game." Okay then, but I also felt let down by a lack in the impression of speed, especially in the planet sections. There are no graduations in sky or landscape, and unless you're flying low (when the ground detail flashes past at a well impressive rate of knots) you only realise you're moving by looking at your speedo. Furthermore, I wasn't keen on the way that when you stop 'thrusting', your ship just 'hangs' in space.

Alright, alright, but *Epic* isn't about simulating space flight either. The emphasis in *Epic* is on space combat – and this is where it comes into its own, with the three huge space battles. Here, literally squillions of friendly and baddie space fighters, mutha ships and cruisers zoom in and out, shooting at each other and you. Despite my reservations, *Epic* is fast and furious, sports top-class graphics and sound and – unlike *F-29* – the collision detection is spot on. You can even choose to fly in and out of the superstructure of your mothership.

So there you have it – if you want to explore, buy *Damocles*. If you want docking, buy *Emanuelle*... sorry, buy Activision's *Warhead*. But if you want frenetic, finger-on-the-trigger *Star Wars*-style space battles, check out *Epic*. STOP

GRAPHICS 87 ADDICTIVENESS 89
SOUND 88 EXECUTION 87
OVERALL 89

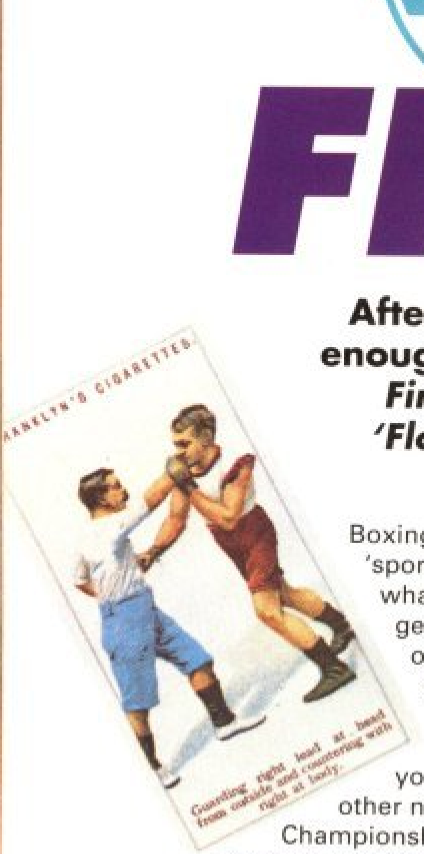




I Have A Gift With Special Worth, Store Safe and Hold Until the Time is Right.
Beware the Patrolling Knights That Roam Eden, Trust not Their Advice and Flee their Company.

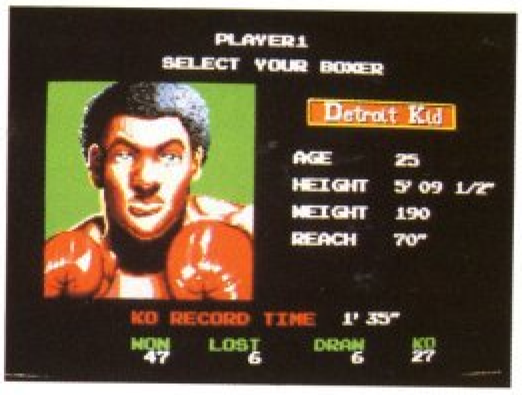
FINAL BLOW

After scouring the ZERO office for someone hard enough to review Sales Curve's new beat 'em up, *Final Blow*, we finally had to settle for *Richard 'Float Like A Bee, Sting Like A Butterfly' James*.



Boxing is well known as the 'sport of gentlemen', and what a league of gentlemen we have on offer in *Final Blow*! You choose one of ten boxers to pack your punches, then wack your way through the other nine to the World Championship title, facing a foe of varying skill each time.

There's Kim Nang, the vicious Vietnamese; King Jason, who looks like he's straight out of the Bronx; Cool Shaun, positively uncool with a well dodgy mohawk haircut; Krusha Kev, a dead ringer for the bloke who took a swing at me in the pub the other night.



(Well, if you will try to smooch with the local domino champ's girlfriend... Ed.); and six other equally ugly mugs.

According to the rather paltry instruction leaflet, the game can be adjusted to your own specifications. If you're a cissy you can have one-minute rounds, but if you reckon you're a dead ringer for Tyson you can go a full nine minutes. If you're a bit of a Joe Bugner lookalike (ever considered plastic surgery?), you can have one round per match, if you fancy yourself as Chris Eubanks' sparring partner, you can go nine. Unfortunately, the assembled ZERO think-tank couldn't work out the way to do this on the review copy we were sent.

Luckily there's a Knockout Practice option, so you can wise-up on your technique before the hurly-burly of the championship. First there's the punching – a selection of jabs, swing punches, upper-cuts and long punches. The upper-cut's the best, but you have to learn how to use it quite accurately from exactly the right distance.

Then there's the defensive manoeuvres, which mainly include learning how to keep your guard up effectively, or running away. If you practice really hard, you can make your boxer dance back and forth across the ring like a real boxer (although a tango is definitely out of the question). And that's about it, really.

Right, the lights are dimming... the crowd are baying for blood... let's get into the ring...



Dynamite Joe unleashes an explosive left.



Oh dear, Dynamite Joe seems to have fizzled out.

AMIGA

Richard: Donning my silk dressing gown, I entered the ring. The Ed had dismissed me as easy meat, so I had to take on the computer. Wearing an imaginary Robin Givens garter around my ankle (and dreaming that if I won the league she might ditch her film-producer boyfriend for me), I started the game...

Strewth! Good Lord! Did I take a pasting! And what's more, the graphics are almost as good as the arcade version! The pixels are large, with loads of rippling male flesh filling the screen. The ref dances around, occasionally calling "break" when you and your opponent get caught up too close together. (Shame you can't take a swing at him if you question his judgement, though.) And there's a great bit when the boxer's gum-shield flies out when he's on the receiving end of a particularly nasty bashing.

The sound effects are nice and splurgey too, with loads of "oofs" and bone-crunching slaps as the punches connect, and the roar of the crowd is ever present. One vicious bast even shouts out encouragement in the form of "Give 'im a right!"

Tactically, *Final Blow*'s fairly realistic – it's best to avoid getting trapped on the ropes under a welter of punches, otherwise you'll find it difficult to get your guard up and will almost certainly go down. Dodging and ducking is better than out-and-out brawn, so it's fairly evident that it's not modelled on Tyson's 'nobble 'em hard' style of boxing.

As there's no option to 'throw in the towel' (like there is in the more complex *4D Boxing* – see *Deja Vu*, p97), you have to keep going until you're finally down and out – a position I got used to during the course of the evening. A better player, however, would probably find it fairly easy to bash his way to the top. It's a cruel old world. I even lost my Robin Givens garter. STOP

WHAT'S WHAT

TITLE	Final Blow
PUBLISHER	Sales Curve
FORMAT	Amiga & ST/PC
PRICE	£25.99/Tba
RELEASED	Out now/Early '92

GRAPHICS 88 ADDICTIVENESS 70 SOUND 89 EXECUTION 75 OVERALL 75



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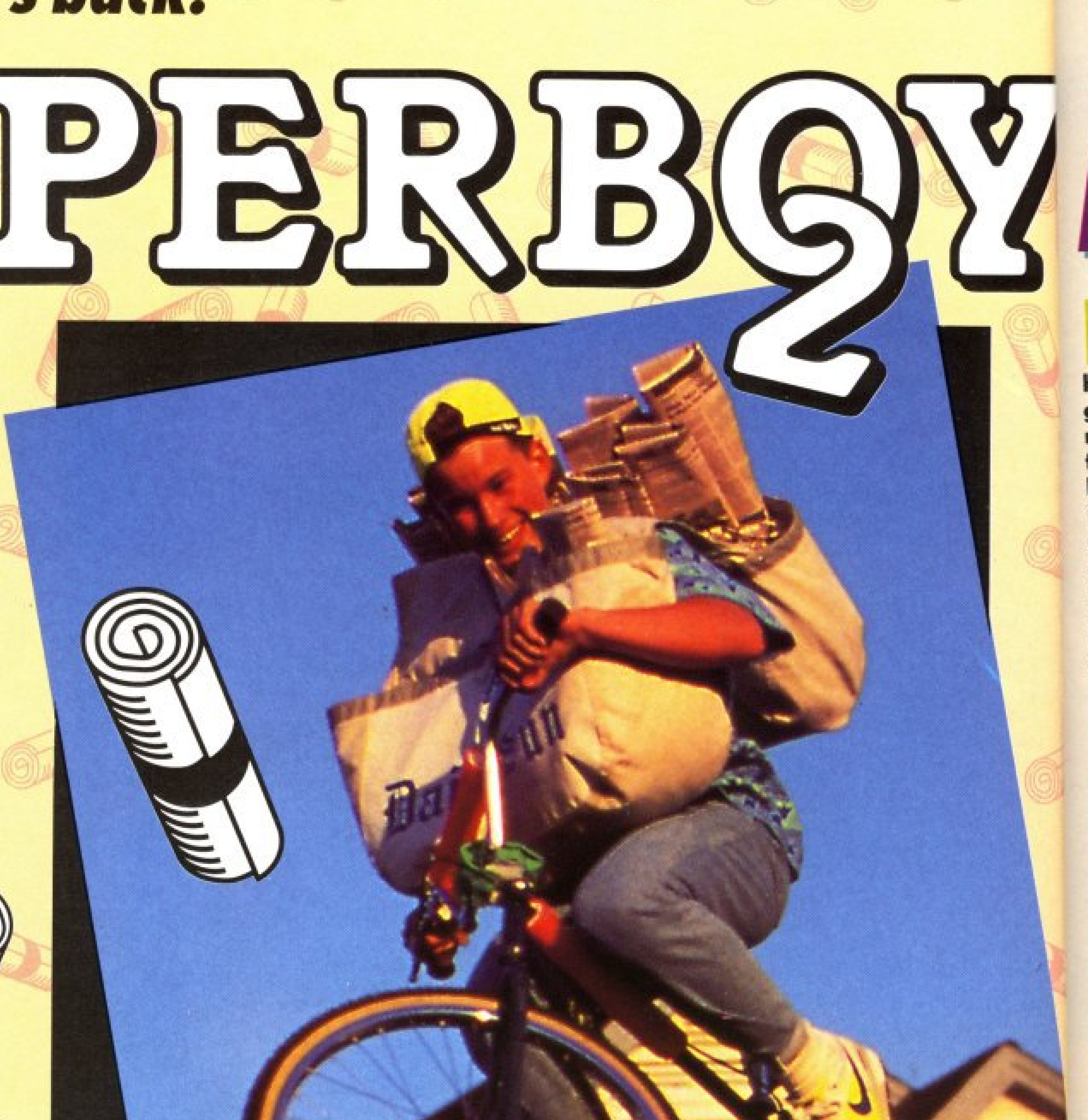
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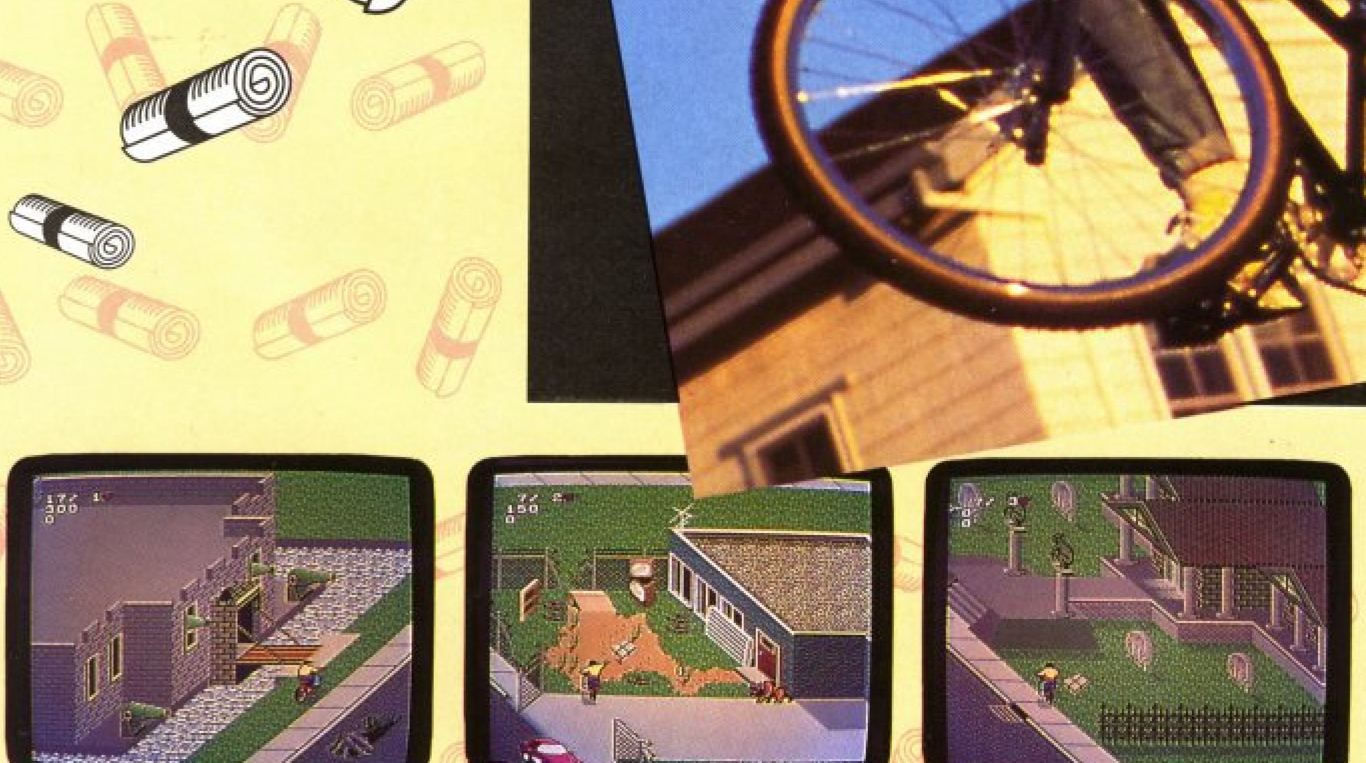
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FUZZ BALL

Having finally decided against *Now That's What We Call Ninja Vol III*, System 3 has deviated from the path of gratuitous violence and opted for a more cutesy approach. *Fuzzball*, a frenzied game of bouncing fluff balls, is its humble Christmas offering. And as they say in the Lenor ads: "Beware of fluff balls with a past". For the fluff balls populating this game were first born unto green jumpers. Some mutated into purple balls, some into black and others into the widely-feared red balls. Not only that, a minority of the aforementioned balls have deep ethinic roots, being of Gypsy or Jewish origins. You play the ball of fluff ostracised from society due to its lovely blue colour (how ignorant). Sadly, you are the only pastel blue fuzzball in the game and so find yourself somewhat out on a limb (or you would do, if you had any).

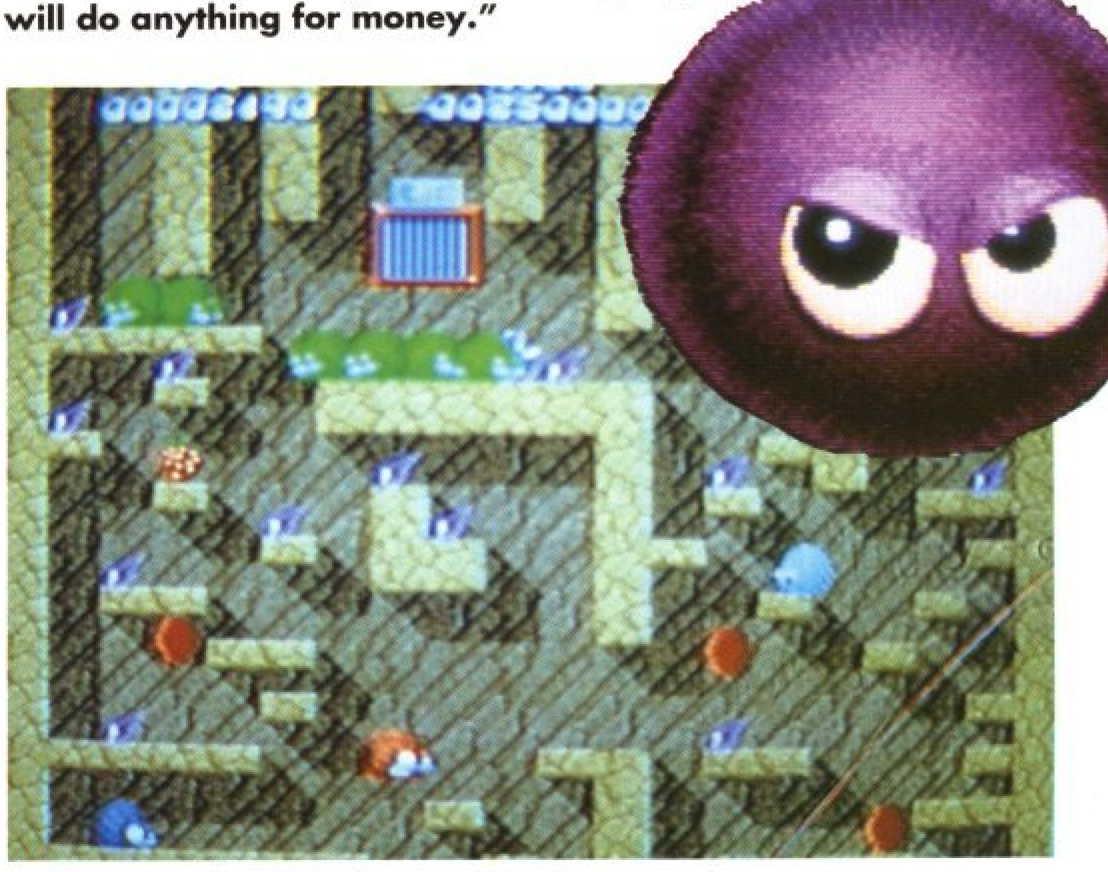


What a lot of balls.

However, you can dwell on your glorious past as you watch the animated intro sequence. As a former sorcerer's apprentice, you delved into a chest and released the devilish fluffballs which multiplied like gremlins in a jacuzzi. For your sins, you were turned into a fluffy mass – destined to go it alone in a cruel, Remington Fuzzaway-free zone.

There are 50 screens to bounce through, collecting fruits and jewels as you go, while shooting the enemy fuzz in time to knock them off their platforms. Take heed, though – if you walk into a fluffy, you'll die instantly. And if you fail to knock a fuzzball off its platform after shooting it, it'll spookily mutate into a speedier one of demonic proportions. For example, green ones become ugly purple ones, purple ones turn into heinous black fluffies and these in turn become red basts. To make things even trickier, you're battling against a time limit. Fail to bounce furiously enough and infinite nasties – bats, wasps etc – will attack, leaving you with no alternative but to fluff off.

And now a quick word from Nanette Newman: "Sometimes I like to have a break from the dishes to wash some jumpers but it's most annoying when they go all ball-y." And an even quicker word from *Amaya Lopez*: "So Nanette went and sold her balls of fluff to System 3. Some people will do anything for money."



Yet another parental lie: Fuzzy Wuzzy was never a bear.

Amaya: The first rule of thumb when playing this game is 'Never trust a seemingly harmless ball of fluff.' Approaching one in a friendly, off-guard manner is likely to spell instant death. And once youve shot one, if your timing's hopeless (like mine was), you'll find you've created a fuzzball more fiendish than you could ever have imagined. By the time I was onto the black ones, I was entering desperation city. The terrain also becomes trickier as you progress – watch out for the treacherous, slippery ice level. You have to be a pretty deft joystick waggler to do well in this game – believe you me, one foul bounce can send you hurtling through the gaps to your death.

Graphically, it's as colourful as a box of Fuzzy Felt with neatly animated fluffies sporting Marine Boy eyes. The animated intro sequence at the start of the game is well done, but does go on for a bit too long. Weird sucking noises and cute 'boings' accompany the soundtrack, which is spookily reminiscent of *Gremlins* (the movie). There's also a two-player option if you want to play against a chum (but make sure you practise first).

All in all, *Fuzzball* offers nothing wildly original on the cutesy platform puzzle front, containing elements of both *Pacman* and *Bombjack*. I'm also not sure how ideologically sound it is to have Gypsy and Jewish fuzzballs wearing skull caps, but hey – when you're talking computer games, who wants ethics?

Nevertheless, the combination of frantic waggling against the clock, not to mention the difficulty level, presents a real challenge and makes *Fuzzball* irritatingly addictive. It's that 'one more go' factor which makes this game special, though Nanette's not convinced that it's kind your hands.

GRAPHICS	83	ADDICTIVENESS	82	OVERALL 83
SOUND	84	EXECUTION	82	

WHAT'S WHAT

TITLE	Fuzzball
PUBLISHER	System 3
FORMAT	Amiga
PRICE	£19.99
RELEASED	Out now



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ALIEN BREED

Team 17's latest title features mass carnage, a variety of mutilation tools and the screams of the fatally wounded. Sounds a bit like the waiting room in a hospital casualty ward, so who better to review it than *Toby 'Doctor' Finlay*?

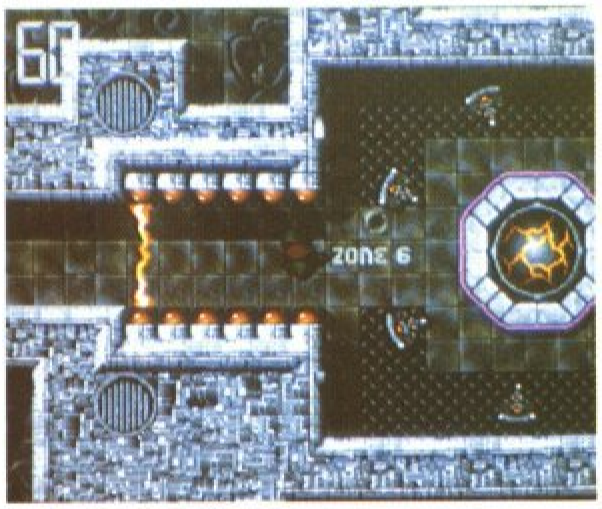
If you've seen *Aliens* and liked it, we're off to a good start. If you've played *Into The Eagle's Nest* and liked that too, we're off to an excellent start, 'cos this is a sort of hybrid of the two.

The plot is so convoluted that it has to be explained on a separate disk, which tells the story in 'slide show' fashion and contains a rather swish animation by Tobias 'PD *Star Trek*' Richter. Basically, two hard coppers with well poncey haircuts called Johnson and Stone (I mean the blokes are called Johnson and Stone, not the haircuts) have been sent to check out a space station which is not responding to radio signals. Johnson is the big, butch one who enjoys nothing better than pointing at large men in pubs and shouting "poof", while Stone is more sensitive and enjoys flower arranging and sipping herbal tea.

Indeed, they're so wrapped up in their respective fancies, they hardly even notice the arrival of several thousand large tri-pedal aliens. Fortunately, the incoming cosmic cretins appear on the ship's scanner, so it's gung-ho time for the lads.

What we have here is a two player top-down viewed shooter. You start with a bog-standard machine gun, but there are various computer terminals dotted around the place where you can buy some new weapons and equipment. But for that you'll need dosh, and lots of it. Luckily for you, it just happens to be scattered all abart ver place, along with keys and first aid packs.

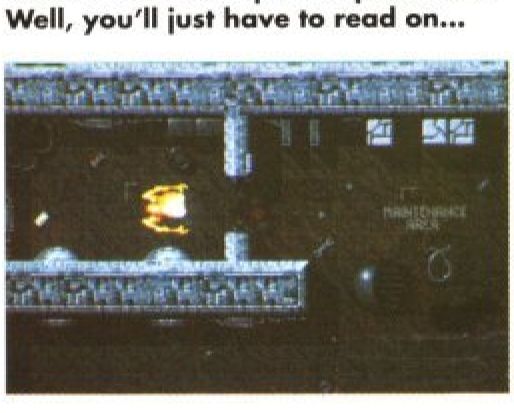
Each level has a specific aim. On level 2, the boys have to blow up a reactor and on level 1 they have to, er... get to level 2. But does this rather excellent-sounding combination live up to its potential? Well, you'll just have to read on...



The classic 'shoot wildly and run' strategy.

WHAT'S WHAT

TITLE	Alien Breed
PUBLISHER	Team 17
FORMAT	Amiga
PRICE	£24.99
RELEASED	Out now



Toby: "A separate disk just for the plot? Blimey, they must have gone to town on this one," I thought. I like to think my first impressions are usually pretty accurate, and in this case they certainly were. The intro starts with black and white cartoon frames, which are frankly a bit crap, but Tobias Richter's ray-traced piece more than makes up for them.

The actual game comes on two disks and, to put it bluntly, it's the mutt's. The one-player mode is fun, the two-player mode is fantastic, but be warned: don't play it with a friend, especially one you want to keep. This is just one dialogue which took place in the ZERO office...

Player 1: I know which way to go, follow me!
Player 2: Hang on, there's some ammo down here...
Player 1: Stuff it! I've played this before, you know – I know exactly what I'm doing.
(Player 1 nicks the ammo before Player 2 can get to it.)
Player 2: Look, I need the amm... yikes! Get the alien! Over there!
Player 1: Eh? Where?
(Player 2 shoots a switch, shutting Player 1 in a very small room full of very big monsters. Player 1 is annihilated. Player 2 sniggers.)
Player 1: Bast! I'll give you 'ammo'!
(Player 1 procedes to beat up Player 2.)

Hassle Factor: 1
Split-screen scrolling would have been nice.



Alien Breed's good, but it does have its flaws. In a two player game, if the chums get shut on different sides of a door, there's no way out because both players have to be on the same screen at once – the game doesn't have a split-screen feature.

However, the graphics really are superb, with some fab touches like the flickering computer display. The sound's really atmospheric, too – from the deadly roar of the machine-gun to the beautiful in-game speech.

The *Gauntlet* theme has been tried and tested, but *Alien Breed* is definitely the best try I've ever tested.

GRAPHICS 91 · ADDICTIVENESS 92 · SOUND 92 · EXECUTION 91 · OVERALL 91


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ARCADE

There are currently more American sport sims available on the PC than there are big doinks in a Jilly Cooper novel. *Patrick McCarthy*, the only person in the ZERO office who knows that a 'swinging bunt' isn't cockney-rhyming slang and a 'tight end' has nothing to do with bottoms, gives three of them a shot.



MIKE DITKA'S ULTIMATE FOOTBALL

Accolade/PC/£34.99/Out Now

ZERO HERO

After John Madden and Joe Montana, Mike Ditka is the latest large person to put his name to an American football game on the PC. All three games already exist on the Mega Drive, with *John Madden* clearly the guv'nor. On the PC, *Montana* is the best. Now, Iron Mike has thrown his pads into the fray. (Fray [n]: small moist area of a changing room, liable to spread disease.)

Ditka can be played from five different views and replayed from four. The player-sprites are big in the default 'telephoto' mode – twice the size of those in either *Madden* or *Montana* – but the pitch can also be viewed from 'wide angle,' and the sprites become correspondingly smaller. Game speed can be adjusted and background detail can also be altered to suit the speed of your PC.

You can customise teams, make up players, design fetching little outfits and create your own leagues. Like *Joe Montana* (and where both these games score over *Madden*), you play a complete season, right through to play-offs and championship games, with the computer simulating games you're not directly involved with. You can also play a shortened version (just the play-offs) or one-off games. If you don't want to get other people's skin under your fingernails, or don't look good in a helmet, you can wimp out and just call the plays. (You can also have the plays called for you and try to execute them yourself, but I'd never trust a computer to do that if it's also controlling the other team. You can be sure it will cheat.) Otherwise, you control individual players yourself. It almost goes without saying that you're able to make up your own plays with a playbook facility, but I've said it anyway.

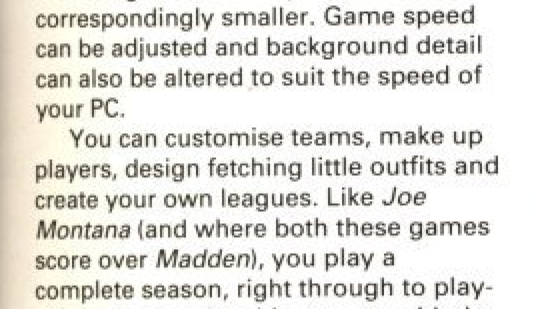
Being of a thorough disposition, I've tried this game on a slow PC and a fast PC and can safely say it's pretty brill on both. It's a real case of: "Get outta mah way, bwah! I've got a large battered helmet and I'm coming through!" (*Oo-blimmin'-er! Ed.*)

There are enough choices to alter the parameters under which you play to make the game run smoothly, without sacrificing any gameplay at all. Control over the players is good and the passing system is similar to *Madden* on the Mega Drive – an area of the pitch is marked into which you must steer the receiver. When defending, you can change player mid-play, select the one nearest the ball and still have time to make a tackle or bat the ball away. The sound through the PC speakers is very good – it sounded the same as the *Adlib* version to me, and all you miss out on is the (not particularly inspiring) music. The digitized referee's voice and his animated signals, the roar of the crowd and the smell of the linebackers (*Eh? Ed.*) add heaps of atmosphere.

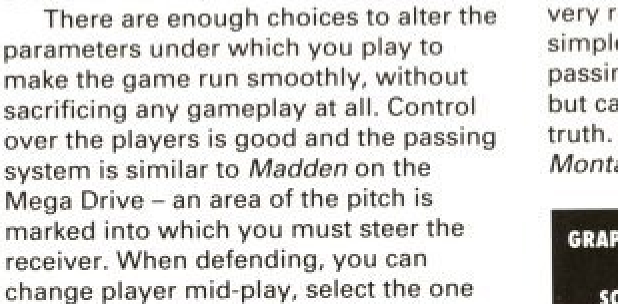
There's also a good sense of 'real time'. If you get a decent drive going down the field, you really eat into the clock. This makes scoring low and keeps games tight – not like *Montana*, where, if you have 15-minute quarters, you end up with very high scores.

The replay facility is comprehensive. Not only can you watch the replay from four different cameras, but you can control the speed at which you watch it. Unfortunately you can't make highlight tapes, like in *Montana*, but you can't have everything. The pitch-scrolling on kicks is good, running with the ball is very realistic, the kicking method is the simplest and best I've seen and the passing method is great. I hate to say it, but calling it 'Ultimate' isn't far from the truth. It's right up there with *Joe Montana* – maybe even a bit better.

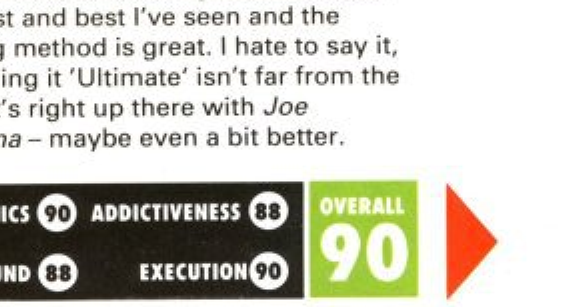
GRAPHICS	90
ADDICTIVENESS	88
SOUND	88
EXECUTION	90
OVERALL	90



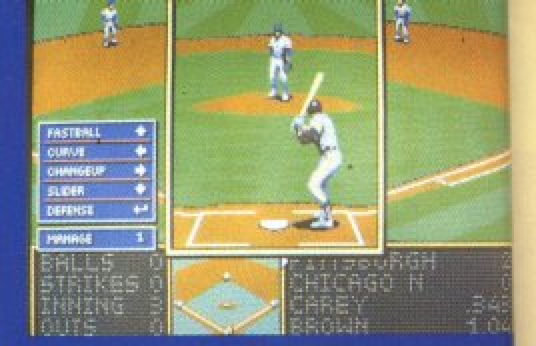
Great scrolling...



Great kicking...

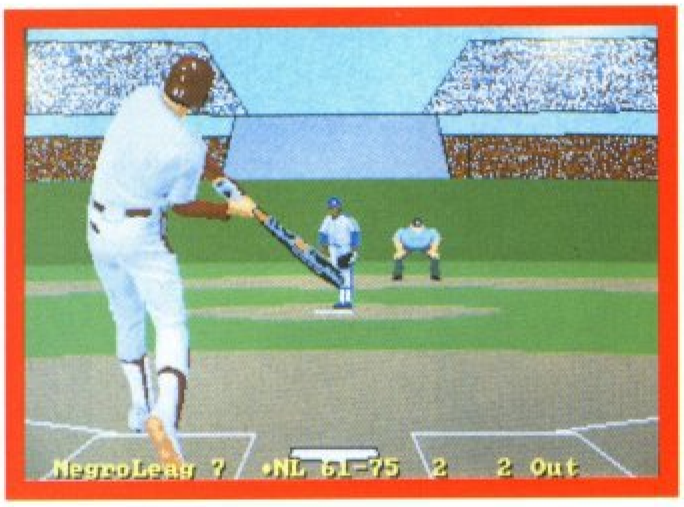


The ultimate touchdown!



★

TONY LA RUSSA'S ULTIMATE BASEBALL

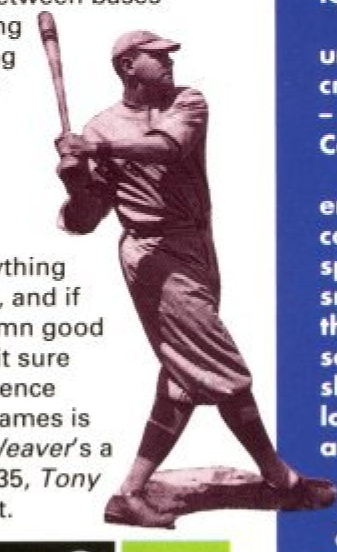


US Gold/SSI/PC/£34.99/Out Now

Tony La Russa has all 26 American major league teams, and if you want to you can play a whole season (2,000-odd games) in an evening. This is intended to appeal to American 'fantasy leaguers'. The game's designer worked on the original *Earl Weaver*, so it's no surprise that *TLRUB* has similar options – play and manage or just manage, levels of difficulty etc.

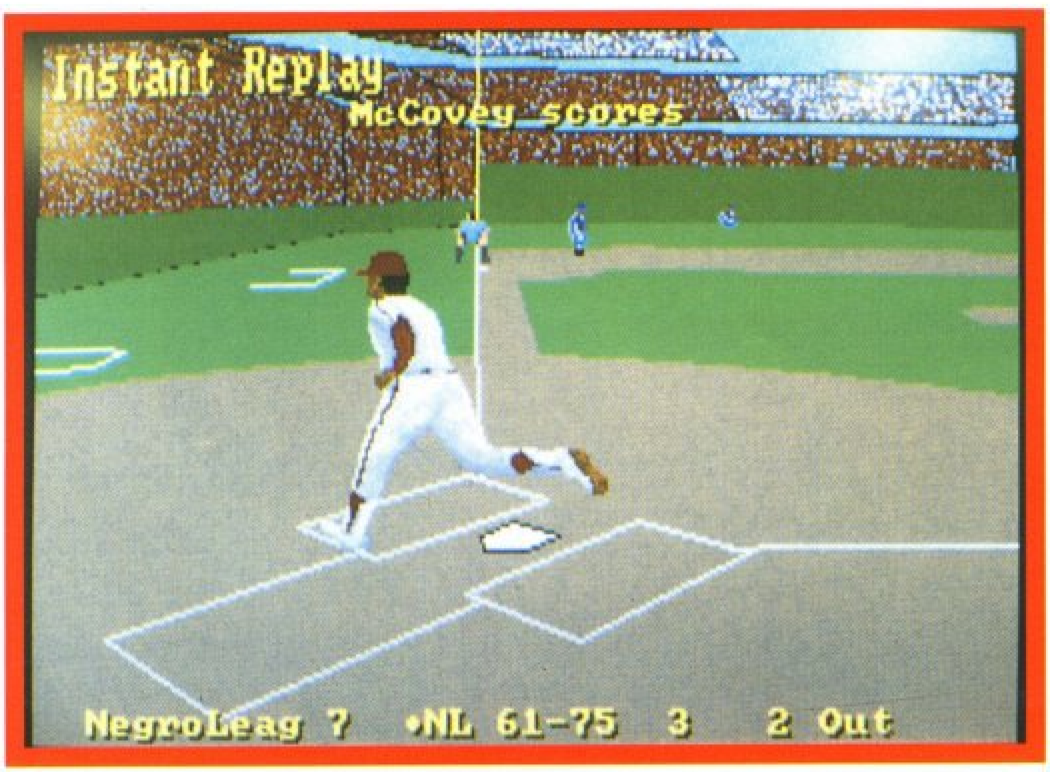
However, *TLRUB* also has the management options *EWBII* has chosen not to retain: the facility to alter or create players, to trade between teams and to create teams of your own. You have to 'do' more to play *TLRUB* than to play *EWBII*. Fielders don't automatically catch the ball – a shaded area appears on the grass where the ball will land and you guide the fielder toward it, making him dive or jump as necessary. If the fielder's off-screen, the computer controls him until he's in shot. It works well and it's good for the ego when you pull off a diving catch. A joystick's pretty necessary – the keyboard sparked one or two delays and non-throws which caused me a great deal of anguish at the time. I still have the odd nauseating flashback.

The well-animated graphics remind me of *Hardball* on the Mega Drive and the game combines elements of *Weaver* and *Hardball* to good effect. My only reservation is that the distance between bases seems small, making error-free in-fielding essential. Still, size isn't everything.



If you're into management and strategy, *Tony La Russa's Ultimate Baseball* has everything you could wish for, and if you just want a damn good game of baseball, it sure delivers. The difference between the two games is that for £30, *Earl Weaver*'s a bit 'thin,' and for £35, *Tony La Russa* is, er... fat.

GRAPHICS 89	ADDICTIVENESS 85	OVERALL 89
SOUND 65	EXECUTION 89	



EARL WEAVER BASEBALL II

Electronic Arts/PC/£29.99/Out Now

***Earl Weaver Baseball* has been around for ages – version 1 was pretty naff, but version five was a firm fave with McCarthy. Now, as the imaginatively-named *Earl Weaver Baseball II*, it's back – boasting VGA graphics, a variable camera-angle Director, Adlib sound and a Save Game Highlights facility.**

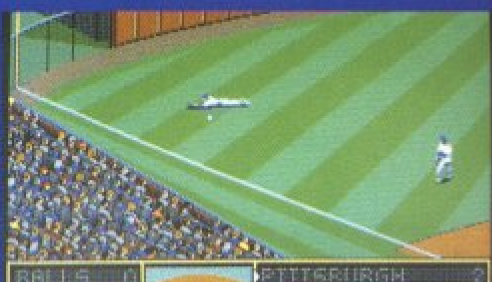
You can 'manage' or 'play and manage' against the PC or a friend and, if (s)he has the hand/eye co-ordination of a crispy cod steak, can introduce handicapping by using the four difficulty levels.

The General Manager option, unfortunately, is no more. You can't create your own players and teams – unless you buy an extra Commissioner's Disk.

The batter is big – in fact it's enormous. It's also rather jerky. You can alter the size of the figures to speed the game up, but, even on the smallest setting, the animation of the pitcher is more like watching a series of Polaroids. The general slowness also means it takes a lot longer to play a game – well over an hour.

***Earl Weaver II* could have been great – the chosen camera-angles are certainly good, and if you set aside an hour you can have fun.**

However, with the removal of the team-trading and management options, the game has to be judged



as an arcade-type rather than a combined arcade/strategy game. As such, it doesn't have the immediacy of gameplay required.

If you're after a new baseball game, leave Santa an extra mince pie and ask for *Tony La Russa* instead.

GRAPHICS 84	ADDICTIVENESS 78	OVERALL 80
SOUND 65	EXECUTION 80	

ROBOCO

"Review *Robocop 3,*" said ED 209. "Shan't," said *David 'Foolish' Wilson.* "You have ten seconds to comply!" "Er..." "Nine... eight" "Um..." "Seven," (fishing P45 from top drawer), "Oh, alright then."

ZERO HERO



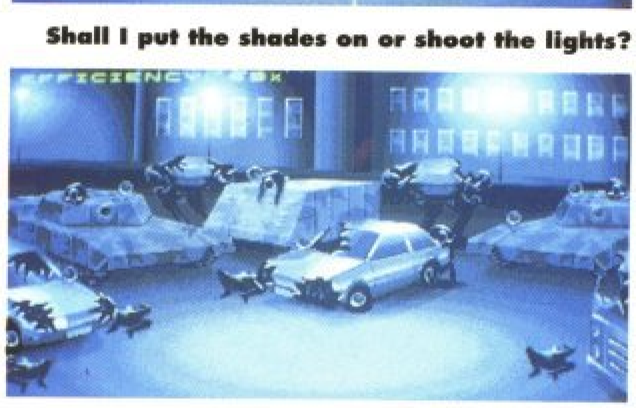
Everyone's favourite mincing bobby is back. The original *Robocop* was one of the biggest-selling computer titles to date and deservedly so. It was followed up by Special FX's *Robocop 2* – a well-executed but predictable licence, and now Ocean has entrusted Digital Image Design (the geezers behind chart- topping *F-29)* to bring you the third instalment in the Roboplod saga. And guess what? Yep, it's a complete break from the usual Ocean film-licensing tradition.

Taking the plot of the forthcoming movie due out next Easter, DID have built up a series of filled-vector 3D games each tied to the film's main elements. As well as playing the movie, however, you'll also get the choice of just playing an arcade game. This offers five separate sub-games each derived from sequences in the movie. Choosing the arcade game, you'll see the familiar Mediabreak newscaster with a choice of 'Tonight's Headlines' – each being the title of a sub-game. There's 'Terrorists Hijack OCP Tower' (a first-person perspective shoot-out), 'Crazed Punks Terrorize Neighborhood' (another shooting-gallery number), 'Police Strike – Stolen Vehicle Epidemic' (a driving/chasing/ramming game), 'Robocop Gyropack Trials' (a jet-pack flying game), and 'Android – Cyborg Duel' (an arcade battle between Robocop and Otomo).

For the Movie, the Mediabreak news team will fill you in on the scenario. They tell you about an ED 209 going beserk and helping rebels rob the armoury, and that Officer Lewis is in pursuit. Robocop is, too, and after more atmospheric animated sequences you're into the first sub-game. It transpires that Lewis has come to grief – she crashes and is kidnapped by splatter punks. You've now got two objectives – ram the armoured van and rescue Lewis. When you go for Lewis you find that your car gets shot up. Cue animation of Robocop emerging from smoke-filled screen. Next you're into a first-person perspective shooting section. Your gunsight consists of a moving X and Y axis that vectors in on the targets. Some are legitimate, some are innocents or surrendering terrorists. Just make sure you hit the right ones, or you'll be terminated. From here on in, the action switches to encompass more shoot-out action, a jet-pack battle against an army of tanks and ED 209s – eight action set-pieces in total. Being in 3D, each section has a plethora of external views – including movable views and preset cameras, and in the car you'll also get views to the left and right.

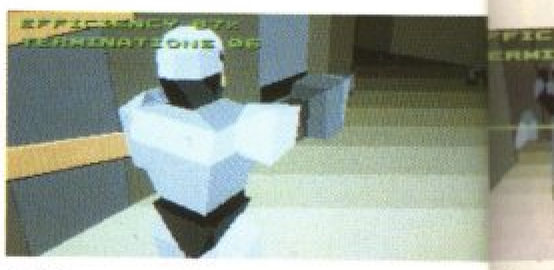


Shall I put the shades on or shoot the lights?



Wasn't much of a choice really, was it?





Waddya say about my undies, punk?

ROBOPLOT 3

Right, I'm now going to tell you a bit about the plot of the movie. Um... but I don't really want to spoil it for you. So read it after Easter 1992. Okay? No peeking now. Right... Happy Easter. *Robo 3* opens where the second film closed – with OCP building the Delta City project. In order to 'persuade' the residents of the old town to move out, OCP employs an army of mercenaries, the Rehabs – to use intimidation and violence to clear the way for the new construction. This is all covered up, of course, and the increased crime – largely perpetrated by splatter punks – is used as an excuse for the Rehabs presence. To protect themselves, the citizens form a resistance force. Robocop starts out combating the rebels, but soon finds himself facing a contradiction in his prime directives – Upholding The Law and Protecting The Innocent.

When Robocop finds himself with the task of clearing out a church full of rebel women and children, it's make your mind up time. You'll face this dilemma in the game. In the background, the shady Japanese firm Kanemetsu is buying up OCP. After Robocop's meddling against the company's interest, this leads to a further challenge to his existence. The Japanese have their own robotic law-enforcer – Otomo, a ninja assassin who's sent to shut down the steel Peeler once and for all. The two are pitted against one another in a duel to the death. Gad! Oi! Wait a minute... you've been peeking! Right, well I'm not going to tell you any more info, so nerr.

P 3

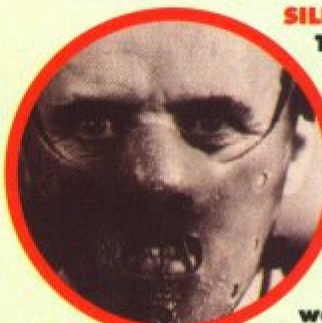
CROSS DRESSING

Everyone expected *Robo 3* to be another view-from-the-side horizontal shoot 'em up, and Ocean and DID deserve commending for having the courage to break the mould. But now the precedent has been established, what are the connotations for future conversions? ZERO pontificates....



GEORGE FORMBY IN 'ME TARZAN, UKELELE'

"It's turned out nice hasn't it?" says a digitized George in the polished animated intro sequence to this new film conversion. The lovely cheeky chappie plays a humble shop assistant who catches wind of a dastardly plot to steal the Crown Jewels. He also meets a rather nice young lady he would love to court but falls foul of the bobbies when he borrows a bicycle to chase the villains. Cue an enormous *Dungeon Master*-style RPG romp where you as George work your way through an underground maze viewed from first-person perspective.



SILENCE OF THE LAMBS

This adventurous new conversion of everyone's favourite tale of serial killing and cannibalism features the cutest of cutesy sprites romping about in a multi-world packed with platforms. Armed with a magic touch that attaches steel facial-restrainers to the nasties you encounter, bouncy bunny Clarice embarks on a race against time to capture big meanie Buffalo Bill before he hurts the lambikins.



es, punk?

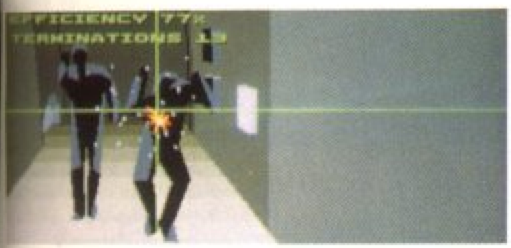
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Perforate punks in the shoot-out section.



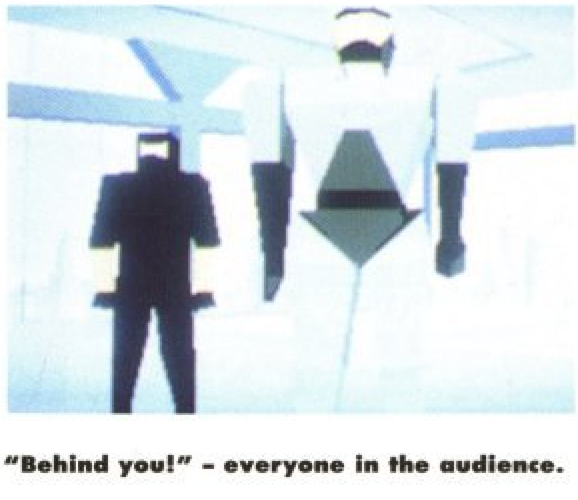
Shoot people from a variety of angles.



Ramming the armoured car can prove hazardous to your metal hide!

David: After throwing away huge licences like *Total Recall* and *Terminator 2* with predictable and oh-so-average platform shoot 'em ups, *Robocop 3* is a massive, Lenor springtime-fresh breath of air. It *is* a collection of sub-games, but there's nothing sub-standard about them – they don't even feel like sub-games because the whole thing gels so well. The interleaving animated screens help to create this impression. The games value-for-money soars with the inclusion of the arcade game in addition to the movie conversion. And no, the arcade game isn't what you'd expect – the arcade bit's pulled out of the movie sequence. But in fact three new stand-alone sub-games come complete with their own scenarios based on the movie arcade sections.

The graphics and sound are both very special, and being 3D you've got a host of external views at your disposal. It's a real shame that these views are of little practical use. You can really look at them when you're out of danger. Trying to drive in a straight line while viewing yourself from a three-quarters-on stationary camera is not recommended. These views would really come into their own with a replay facility which, due to memory limitations, isn't included. DID obviously came in for quite a bit of stick over the collision detection in *F-29*, and as a consequence a great deal of attention has been focussed on this aspect. In the shoot-out section, when terrorists hide behind hostages, there's nothing more impressive or satisfying than blasting away the bad guy by homing-in on the fraction of his head appearing over the innocent's shoulder. The game is pitched at a challenging level, but if you're of an impatient nature or you're finding it too tricky, then the arcade section provides you with a taster of what lies ahead. The weakest of the sub-games for me was the ninja beat 'em up, but the others more than compensate. And that's *Robo 3*, in a nutshell. Great atmosphere, great value, great sound, great graphics and a cracking good film conversion. Buy it – you'll be so glad you did.



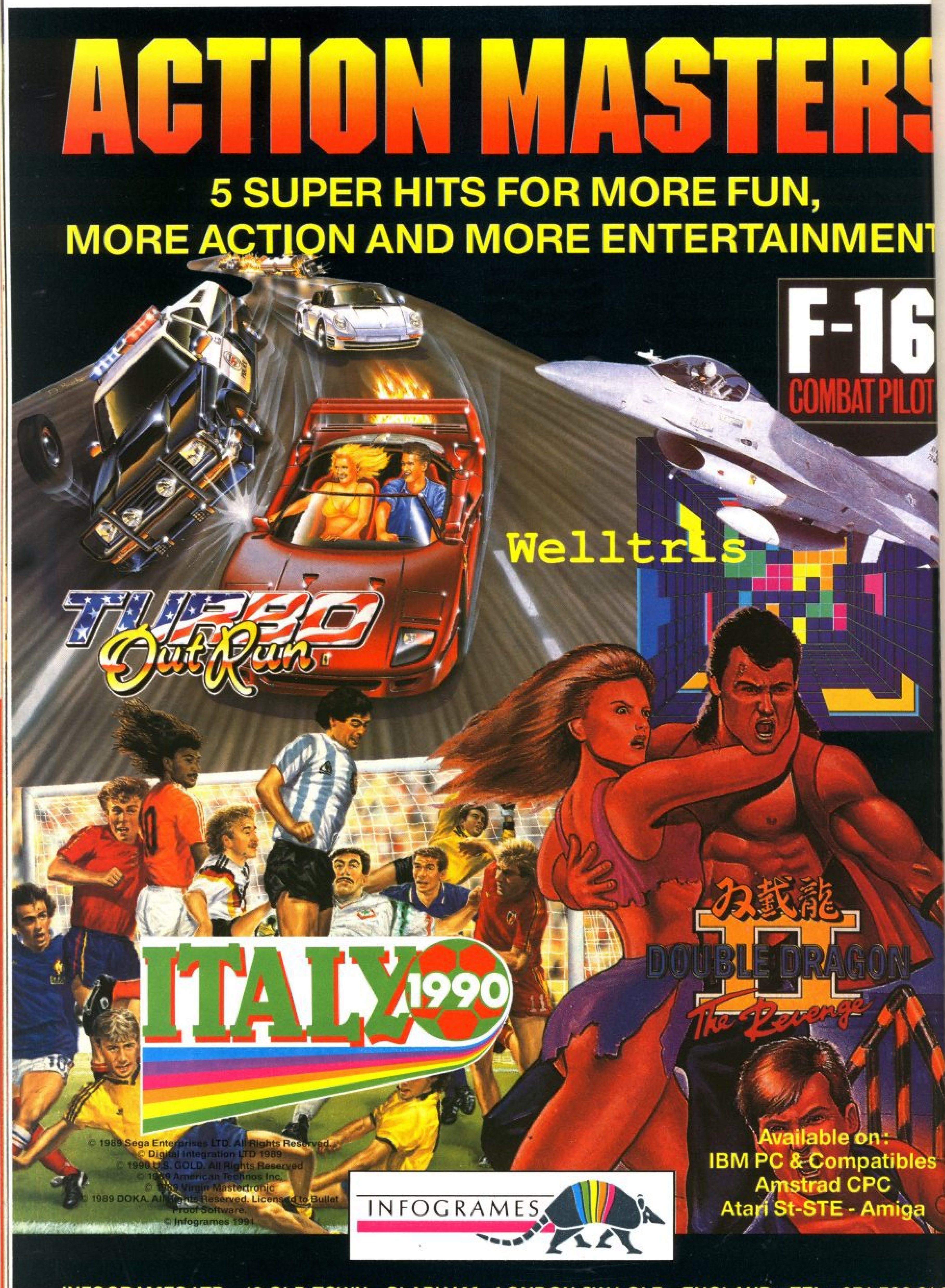
"Behind you!" – everyone in the audience.

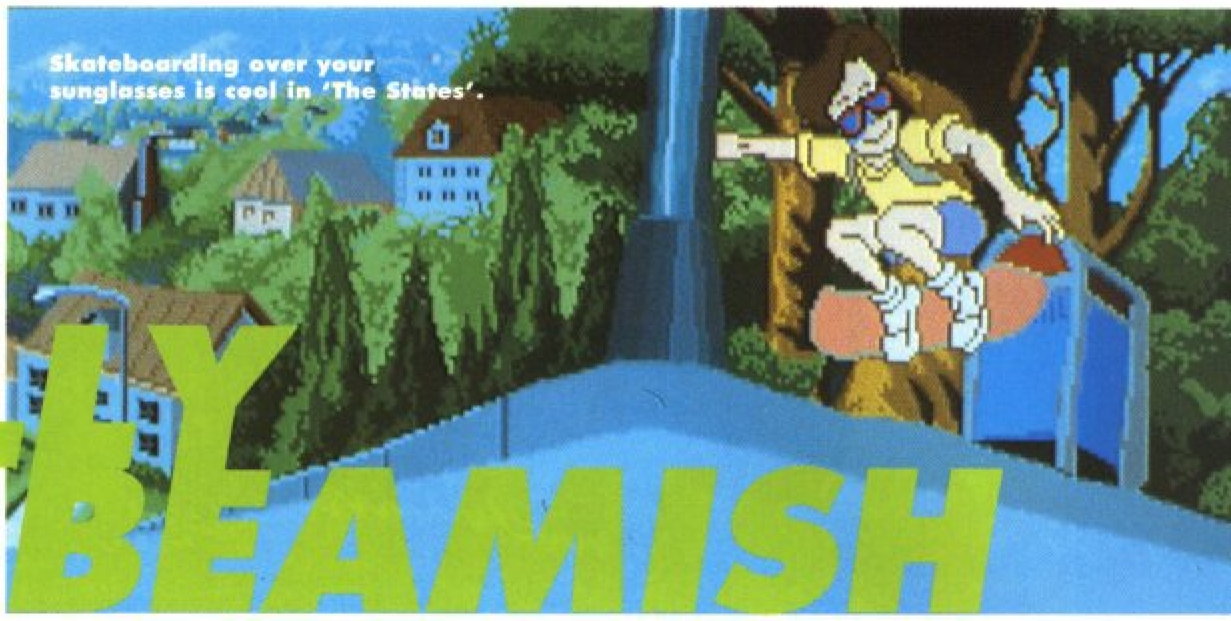
GRAPHICS 89	ADDICTIVENESS 89	OVERALL 91
SOUND 90	EXECUTION 90	

WHAT'S WHAT

TITLE	Robocop 3
PUBLISHER	Ocean
FORMAT	ST/Amiga/PC
PRICE	£24.99
RELEASED	Out now

STOP


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MORE ACTION AND MORE ENTERTAINMENT
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Skateboarding over your sunglasses is cool in 'The States'.

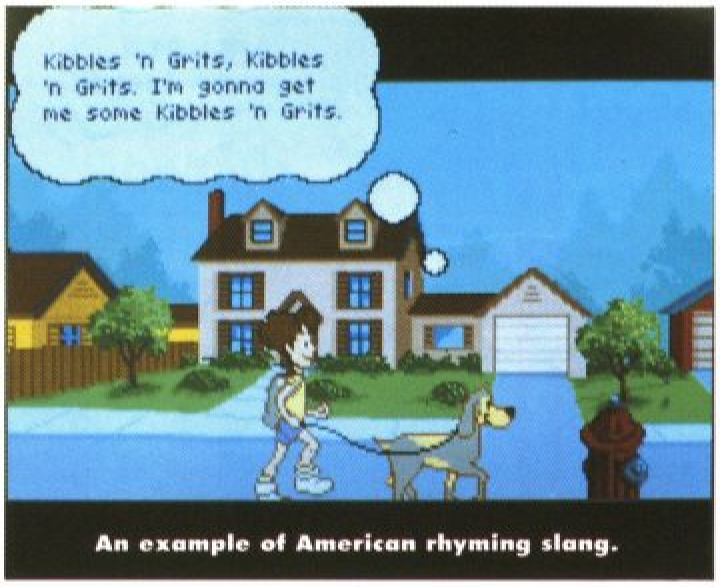
WILLY BEAMISH

***Patrick McCarthy* has always hated Americans and young children. Naturally, we gave him *Willy Beamish* to review – a graphic adventure game featuring an American child. Well, wouldn't you?**

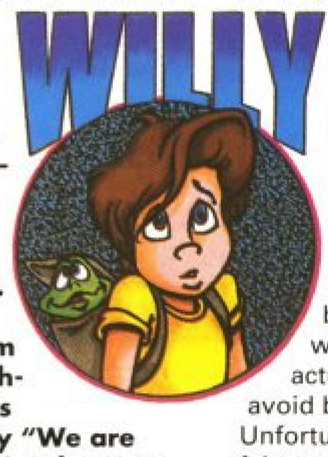
Willy Beamish is a nine-year old boy with a quiff four times the size of his head and a pet frog called Horny. (Is that worth an 'oo-er'? I think so... Oo-er!) He says things like "All right", "Chill out" and "Begorrah and bejabers, sure if it isn't yer man himself, by the dancing statue o' the blessed virgin" a lot. (*Are you sure about that last one? Ed.*) This is to show that the middle-aged programmer responsible for the game is in touch with today's yoof – in short, 'hep'. (*Hep? HEP?! Get with it, dude! Head of Trends Ed.*)

Willy's aim in life, and it's something we can all identify with I'm sure, is to become the World "Nintari" Champion. The championships are to be held during his summer break, but Willy has some major league probs – the key to his Nintari system is confiscated, so he can't practise, and he hasn't even got the dosh for the entrance fee.

So how does little Willy overcome these obstacles to his great ambition (while trying to keep out of trouble *and* attempting to thwart a plot to blow up the town's sewers)? Well, it's entirely up to you – except it's not, of course, it's up to the programmers as to how they let you do it. I mean, it's not as if you have total freedom – or anything approaching it. But then, what is 'freedom'? Can we say "We are free?" Can we say... (*Cut the crap and get on with it, twerp! Ed.*)



An example of American rhyming slang.

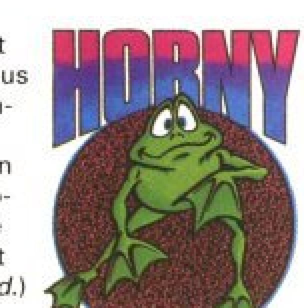


PC

Patrick: Willy Beamish has what is known in my neck of the woods as a 'whackable face'. The first time you see his mush, you have an overwhelming desire to punch it. The second time, you want to stamp on it as well. This goes for all his friends too (except, perhaps, for Dana, who – casting aside my chronic blondophobia for a moment – is what's known on building sites as 'a bit of a looker'). On the subject of sexist nonsense, there's a prime example in this game – does the school nurse really need to be depicted with two semi-inflated weather-balloons on her chest?

There's a lot of nice 'cell-animation' and an awful lot of set dialogue, so the game doesn't exactly whizz along. In fact, it moves with the speed of a glacier creating a fjord. *Willy Beamish* is sort of mid-way between a 'simply following a plot with one or two multiple choice-type bits' sort of game and a 'blinking flip, how am I going to get out of this situation without being punched through a wall' sort of game.

To judge by the packaging, the idea of the game is to be as big a smart arse as possible, but when it comes down to it, you actually have to be fairly 'good' to avoid being sent to Military School. Unfortunately, *Willy Beamish* also has a fair smattering of 'humour' in it, which isn't particularly humorous. (*You should know. Ed.*) The sound, once you've switched off the 'funky' background music, is really only adequate, and far from being outrageous, as claimed.



The designers have also compromised between what Americans think is outrageous humour and a sickly prudishness, to generally irritating effect. For example, the "Can you say 'Seriously deep doo-doo' boys and girls?" on the packaging – perhaps I'm just easily irritated. (*Too right. Ed.*) Just stay out of this, pork-breath. (*You're fired. Ed.*) Blimey! preceding exchange could almost be used as an uncannily appropriate example of the type of dialogue you can enjoy in the game, and its effects on your progress.

The problems you are confronted with are certainly not simple – a great deal of effort will be needed to finish the game. However, there's rather too much dialogue to listen to for my tastes – it takes up so much time. If you're prepared to wait it out, though, I'm sure many a happy hour could be spent watching Willy and making the odd decision.

WHAT'S WHAT

TITLE	Willy Beamish
PUBLISHER	Dynamix
FORMAT	PC/Amiga
PRICE	£39.99/Tba
RELEASED	Out now/Feb

GRAPHICS	90
ADDICTIVENESS	60
SOUND	65
EXECUTION	65
OVERALL	75

STOP



A perfect summing-up of the game.

SHORTS

So many games to review, so little space to fit them into (sigh). Good job we've got the Shorts page to put in those games that have been squeezed out of the normal reviews section (hurrah!).

First off is **Rules Of Engagement** from Mindcraft, a complicated interstellar exploration/battle game that's pretty huge. Starship design, combat and navigation facilities and the ability to interface with the newly re-released *Breach 2* (a real corker) to fight full tactical battles – it'd probably take several years to review it properly.

Infogrammes' **Advantage Tennis** is a nicely-animated 3D tennis game with the chance to play whole seasons all around the world. It's got a slightly temperamental interface, and an unusual gameplay style in which your player plays a shot whether you press a fire button or not – he's just a little nearer the ball if you join in. We've been thrashed every time – but we are British.

Rugby – The World Cup, from Domark, doesn't have the complexity or gameplay of Audiogenic's effort (reviewed last month). The forwards run around in a tightly-knit mob as if they're sharing one big pair of shorts. The kicking screen's quite nice, but it isn't "The *Kick Off* of rugby" (as it claims) by any stretch of the imagination.

Zeppelin's **Titanic Blinky** is based on a children's book by Princess Fergiana about an ocean-going liner with contact lens problems. (*No it isn't. Ed.*) Alright – it's actually a cutesy platform game starring a ghost called Blinky. Like the ship, it's destined to sink without trace.

Robozone from Image Works gets the Huge Disappointment award, having an appetite-whetting (and even trouser-wetting) intro sequence of *Star Wars*-type robot-things fighting in a post-nuclear city, shown from both inside and outside the beast. Hoorah, we thought (with no exclamation mark), a vector graphics robot-war type thing. But no – unfortunately, 'twas merely a rather average shoot 'em up.



One with its reputation preceding it was Ubisoft's **Battle Isle**, fave of many a French mag. It turned out to be a repetitive strategic war game with dull battle sequences. I've had more fun practising the Heimlich Manoeuvre on myself. (*Isn't that illegal? Ed.*)

The much-hyped **Captain Planet**, the "eco-friendly" game from Mindscape, is guilty of being a waste of resources by its very existence (ho, ho). Actually it's not that bad, but it's not that good either. Another eco-friendly game is Electronic Zoo's **Magic Garden**, in which you wander about dressed as Paul Daniels, looking after plants and collecting keys so that you can leave the garden. Once you're out in the nasty toxic world, you decide you prefer it in the garden and, well... back you go to do it all again. Thank God for dangerous pesticides.



THE MAGIC GARDEN

Super League Manager from Audiogenic is new, but the name sounds sort of familiar, doesn't it? It's got a fair amount of depth, and might be worth checking out if you fancy a football management game. The in-game updates get a bit tedious, but they're an attempt to add atmosphere.

If you have *Emlyn Hughes International Soccer*, you can watch the game actually being played instead. I've seen worse. In fact, I've bought *much* worse, but then I didn't have Shorts to guide me. **Super Space Invaders** is just very, very, very sad.

Impressions brought us two new strategies, **Fort Apache** – which used the familiar Rorke's Drift syndrome – and **Fighter Command**.

No month would be complete without at least ten puzzle games appearing. This month is therefore incomplete, as only nine appeared. **Seven Colours** by Infogrames is a tactical puzzler, has music by Mozart and Bach and is just that teensy bit weird.

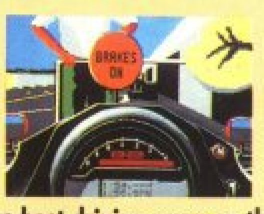
STOP

FREE GIFT!!!

Hurrah! It's the second instalment of the fab ZERO free playing card collection. In 50 months' time you'll have the spankiest collection of playing cards this side of the famous Boston Gambler. (*Who? Ed*). Missed last month's issue? Better order that back-issue pronto if you want to be the leader of the ZERO card pack.

Anyway, this month we've got the Ace of Amigas for you. Simply stick the card onto some stiff erm... card, then cut around the dotted line and put it into a safe place (ideally this should be the same place in which you stored last month's card). Hey presto, you've now got your second wizard playing card. Remember – ZERO playing cards are not available in the shops!

A AMIGA A



The best driving game on the Amiga is MicroProse's Formula I Grand Prix.

A AMIGA A

LURE OF THE TEMPTRESS



Dannii Minogue – phwoar!! Betty Boo – swoooon!!, Winona Ryder – wooooo!! Robin Givens – mmmmm!! Madonna – corrrr!!, Revolution Software – errr!! Image Works – wibble!! *David Wilson* – bleuch!! *Lure Of The Temptress* – woof!!!

Anyone who's ever understood the appeal of Kylie Minogue will warm to the title of this, the new game to appear on the Image Works label. It's called *Lure Of The Temptress* and it's being coded by Revolution Software. Well, alright then, the Kylie analogy only really works with the title because, as far as the gameplay is concerned, it's a bit of an Australian popstrel-free zone. Ho hum. Never mind.





Apart from that, *Lure Of The Temptress* is an interactive graphic adventure that looks set to rival the creations of the mighty Lucasfilm and Sierra. Gad! Yep, it's true. Graphically reminiscent of Lucasfilm, the control system also smacks of Delphine's Cinematique system. It employs a point and click interface, and if you pass the cursor over the screen, it'll change into an appropriate shape. There's an arrow for dictating the direction for your character to walk in, a cross to highlight an object you can interact with, a speech bubble to indicate you can talk to someone etc.

The text interface boasts a high level of sophistication, allowing you to string together commands like 'TELL CHARACTER TO GO TO THE GUARD ROOM AND GET BOTTLE AND THEN USE BOTTLE ON TAP AND THEN GO TO THE OUTER CELL AND THEN GIVE BOTTLE TO THE PRISONER' – impressive, huh? Revolution is rather chuffed with the system and it's dubbed it "Virtual Theatre". The principal irritation with Sierra titles seems to be the way you have to steer your character accurately around the obstacles on screen. Virtual Theatre overcomes this with a system called "Auto-routing". This allows "the game world to be set up and to run independently of the player, advancing and developing in real time". Pointing at a desired location on the screen will send your character off to that point, while intelligently walking around any obstacle. Similarly, characters wandering around will intelligently avoid you and each other to carry on their way.

The whole world of the game carries on, irrespective of you actually being there to witness it. This is demonstrated in the early part of the game, when you find a crack in the wall of your cell. Your Skorl guard goes on his rounds, walking past your door and through the other rooms of the prison. By watching through the crack, you can see him continue on his way. Furthermore, if a character has moved something – left a door open, for example – then that door will stay open until you find it, or until another character comes and closes it.

So what's the scenario? Well, you play a rather lowly character but you weren't always so down at heel. No sirree, you used to be a prince of a prosperous and happy land but then you started talking to plants and spouting on about the evils of modern architecture. Now your land has been devastated by an egotistic sorcerer and his minions, the Skorl. Disguised as a common mercenary, you've been captured and imprisoned. You can either look upon this as another of God's little jokes and think of useful ways to pass the time, or you can figure out how to escape and rid the land of this pernicious evil!

While figuring out how to escape, you'll come across a fellow prisoner – the rather unfortunate Ratpouch. In return for assisting him (he's fastened to a rack), he'll become your faithful servant. This adds a novel perspective to the game, as you'll be able to issue lengthy commands to Ratpouch to assist you in your aims. Hurrah!

Will *LOTT* prove a contender for Lucasfilm's crown? You'll have to wait until March to find out. Suffice to say, if *Lure* lives up to its promise it could be one 'L' of a game.



"Oh no, not on the kitchen table *again*."

"You're a *Skorl* guard? But I ordered Heineken!"



WHAT'S WHAT

TITLE	Lure Of The Temptress
PUBLISHER	Mirrorsoft
FORMAT	ST/Amiga/PC
PRICE	Tba
RELEASED	Early 1992

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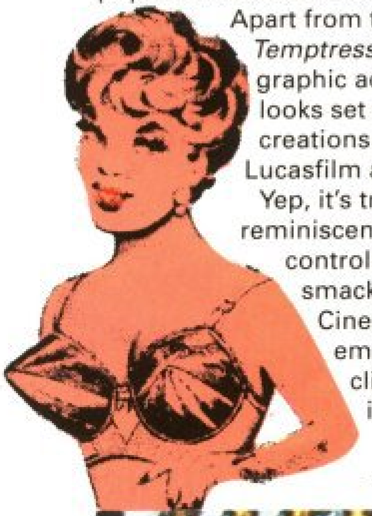
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LURE OF THE TEM



Dannii Minogue – phwoar!! Betty Boo – swoooon!!, Winona Ryder – wooooo!! Robin Givens – mmmmm!! Madonna – corrrr!!, Revolution Software – errr!! Image Works – wibble!! *David Wilson* – bleuch!! *Lure Of The Temptress* – woof!!!

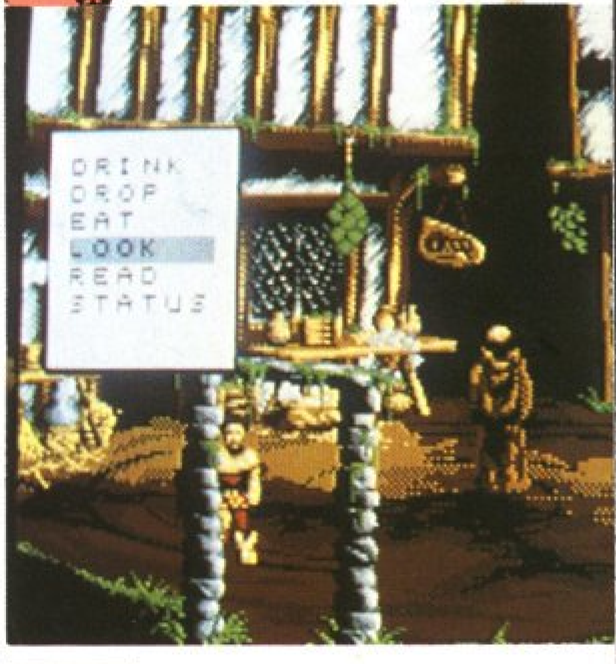
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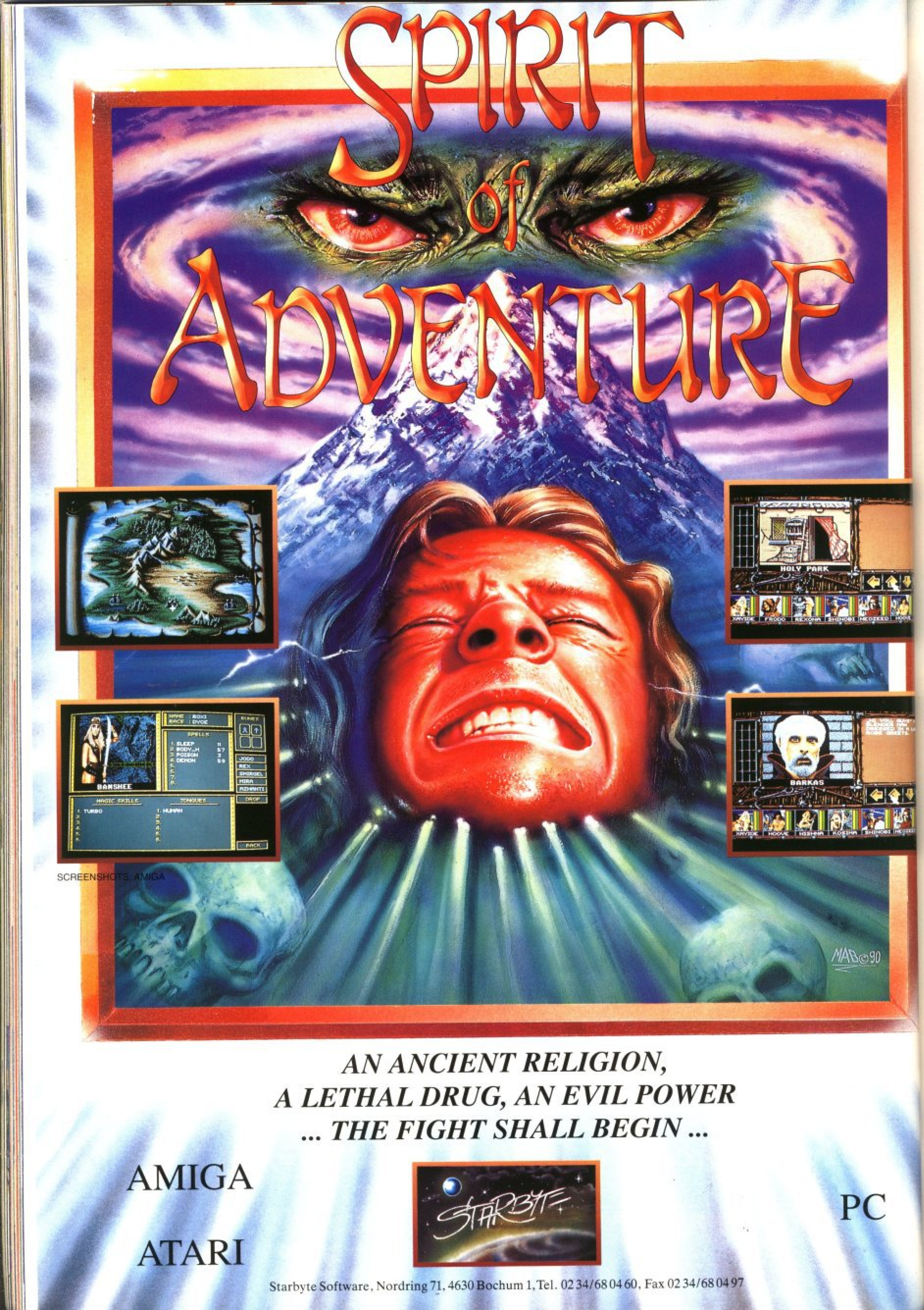


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"You're a Skorl guard? B




SPIRIT of ADVENTURE
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BANSHEE
BARKAS
SCREENSHOTS: AMIGA
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AN ANCIENT RELIGION,
A LETHAL DRUG, AN EVIL POWER
... THE FIGHT SHALL BEGIN ...
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STARBYTE
Starbyte Software, Nordring 71, 4630 Bochum 1, Tel. 02 34/68 04 60, Fax 02 34/68 04 97

DOSH EATERS

After last month's unfortunate incident in the launderette, Doris Stokes* gathered up her carrier bags and trundled along to Tottenham Court Road. "I'm sure my house is here somewhere," she mumbled, "it must be!". She finally spent the night in an open-plan hotel room stuffed with coin-operated TV sets. This is what she thought of the 'programmes' on offer...

TUMBLE POP

Data East

Another simple idea, *Tumble Pop* is so called 'cos you have to suck in the little cutesy baddies with your pop gun and then shoot them out so that they tumble round and round and turn into gold coins and bags of gold and other goodies. Get my drift? This little number is a traditional-style platform game, with each level played on one screen.

For starters, choose the country you're going to play in. This does nothing more than alter the backdrop – Statue Of Liberty for New York, Pyramids for Egypt... that sort of thing.



Little ghosts, snowmen or skeletons patrol the different layers – you must zap them before they touch you. The best way is to jump up, press the fire button and stun them for a second. Then, while they're still shaking their heads, leap onto their level and suck 'em in. Sounds simple? Yup, it is.

Once you've got the hang of bagging the baddies, you can concentrate on picking up the power-ups they leave behind. Rollerskates mean extra speed; plasma gun gloops them; diamonds, rubies etc give extra lives and points. Alphabet letters appear and form the word TUMBLE POP at the bottom of the screen. The burning mystery is: what happens when you've collected all the right letters? I'm afraid I didn't hang around long enough to find out.

CAPTAIN COMMANDO

Capcom

Any game starring characters like Ginzu The Ninja, Mack The Knife and Baby Head is definitely worth a look at. Have *you* ever seen a babe hooked into the controls of a huge robotic thingummyjig? Captain Commando's the leader of a very strange gang – patrolling the streets, battling with lurking thugs, louts and leather-clad ladies! (*He sounds just like our Publisher. Ed.*) There doesn't seem to be any storyline here, but the game is dead easy to get into and a quid goes a fair distance.



Up to three players can take part, and your first task is to pick one of the four characters on offer – each of which has his own strengths, combat styles and special weapons. Choose Mack The Knife and a quick stab at both fire buttons will turn him into a lethal stabbing machine – a bit like Edward Scissorhands in a frenzy. The baddies don't stand a chance at close range, although Mack's knives aren't too hot at deflecting bullets and firebombs. Baby Head operates from a position of height. Not very fast, but those robotic arms have a lethal clout. With lots of stamina, he's a good partner to team up with for the end of level baddie. Ginzu The Ninja's quite the opposite. He's extremely agile and excellent at close combat with his lethal kick, but he just can't roll with the punches.

Timing's all important if you're to survive the baddies. One pair of lasses approach from either side, each holding a pair of electro-magnets. Whomp! You're dead meat if you stand between them when the power's on. The trick is to dodge in and out of the screen while you work out which one to zap first!

With about eight different levels and several scenes to each, there's enough here to keep you going for quite some time. On the down side, however, the soundtrack's fairly nondescript and the game lacks that addictive edge. Simple but not desperately exciting.

THE SCORE

Dead simple, our scoring system. Five aliens mean it's a mega game, while just one means, it's a bit naff really.

*No relation

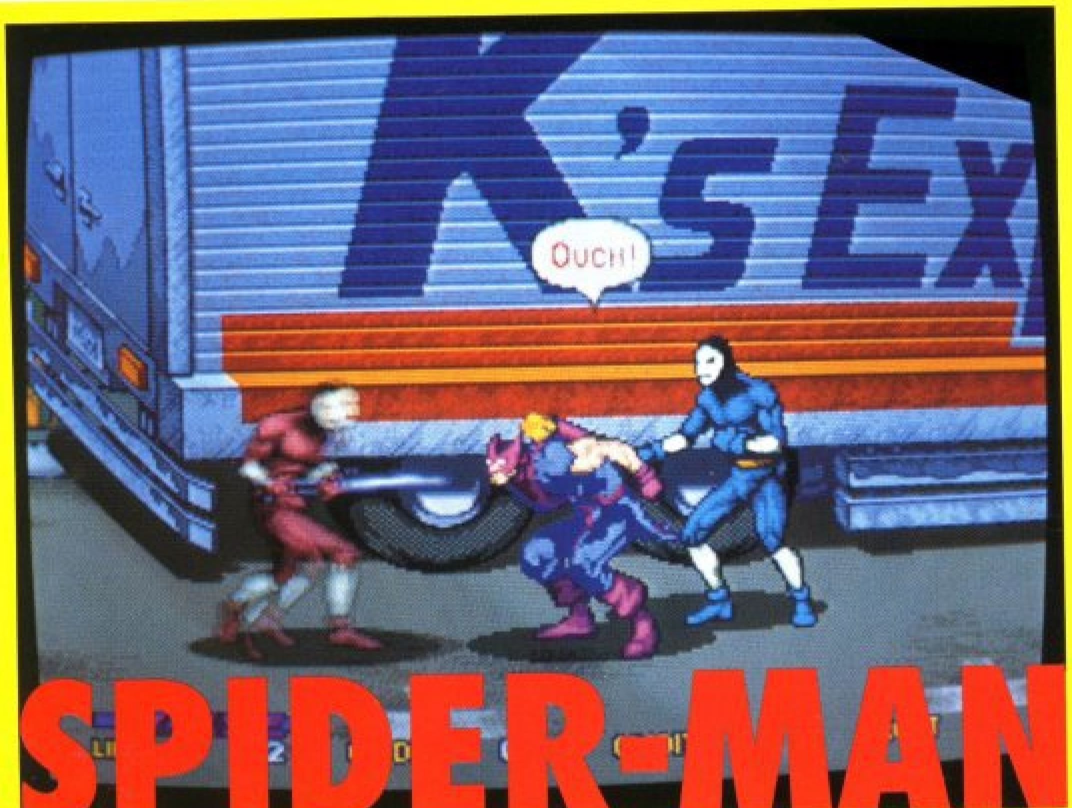
GHOX

Toaplan

GHOX has the same theme as *Block*, although it's a totally different ball game (ha, ha). Okay, so it's a bit different, but why on earth did the programmers clutter up an already busy screen with sheep jumping a fence, one a second? On top of that there's a scoreboard counting down the seconds.

Things get worse. Your ball speeds up as time ticks away. Burgers, cakes and lollipops cascade down the screen, balloons pop, bells ring and the sheep keep jumping. It's like being in the middle of a bunfight, with so much food and stuff flying around that you can't find the ball. Oh, there's also a qualifying time to each level and loads of pick-ups.

Ghox tries too hard to be different. It's confusing, cluttered and irritating.



SPIDER-MAN

Sega

It seems to be the time of year for the comic-book heroes to take the stage. Last month it was Captain America, this month it's Spider-Man and his pals.

You're on a death-defying mission to stop Dr Doom in his tracks. The rest of the team are Sub-Mariner, Black Cat and Hawk-Eye. Each has a different fighting style and it's a nice touch that you can change characters when you die. This gives you a fighting chance to adapt to each new scenario.

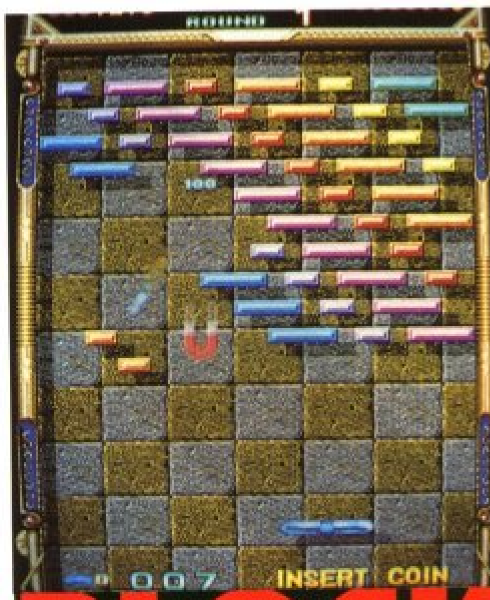
When you take away the great comic-book intro graphics and the large sprites, *Spider-Man* boils down to another multi-player left-to-right beat 'em up. However, it's been lifted above the run-of-mill by the change in scenario. First off, you patrol the streets fighting off the baddies who attack from both directions. The sprites are large and the only criticism is that because of the flip-screen scrolling, you can't see what's attacking from the far right of the screen if you stand too close to the edge.



The end-of-level monster is enormous and changes to three times your size after he's given a magical boost from Dr Doom. You've got a belter of a fight on your hands and you're likely to get stomped on. However, if you kill him off, the camera view pans back to take in more of the screen. Your character shrinks to midget size and the game takes on a platform feel as you jump and crawl between the different levels, moving up and down as well as left and right.

Spider-Man's special weapon is his net, which takes out all-comers when cast. Black Cat has a sort of extended claw on a rope – lethal! There's lots of action and all the traditional THWAK!s and POW!s are in there to keep the comic feel.

Spider-Man works. With the change in graphic style and the switch between the characters, it's a notch or two above others of the same ilk. I'm not sure about its ultimate lastability, but if you're into the webbed wonder or Marvel comics in general, you're bound to love this game.



BLOCK

Capcom

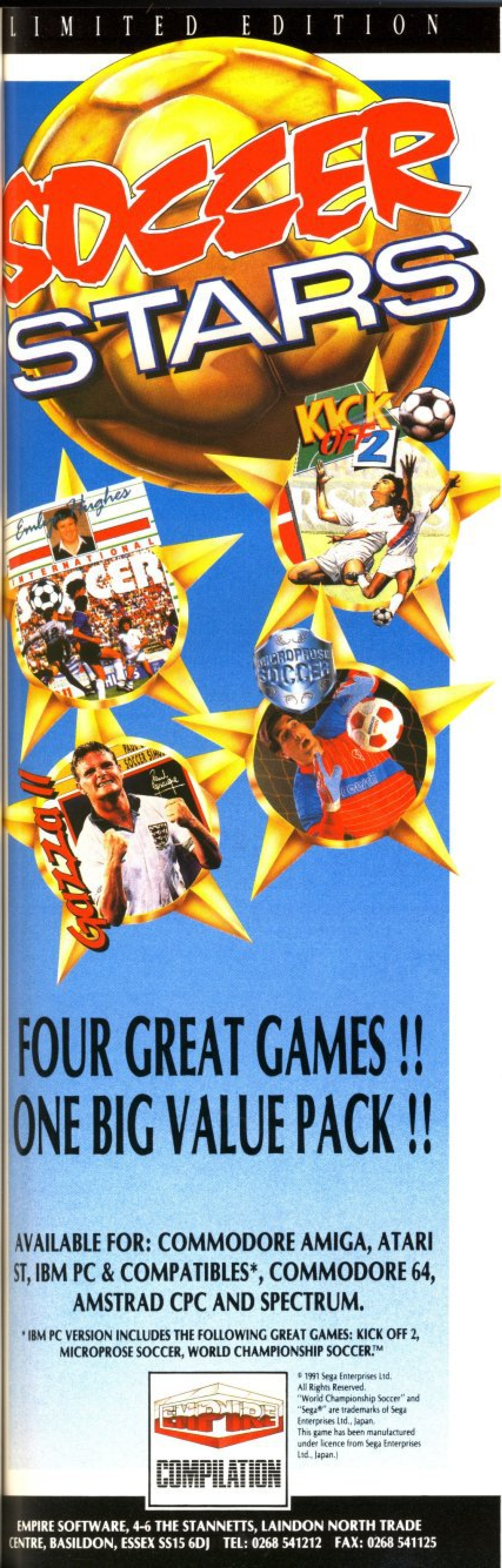
Splicing together several blasts from the past, *Block* is a clone of *Arkanoid*, *Breakout* and, delving deep into the memory banks, *Pong*. Fatally addictive, it gobbles pound coins for breakfast. It's *Arkanoid* with knobs on. You haven't played *Arkanoid*? Right, here's how to do it...

Slide the paddle at the bottom of the screen left to right with the rotating joystick knob. Bounce the ball off the paddle and it'll shoot up the screen, rebounding off all the different coloured tiles. The tiles disappear when hit and the aim's to clear the whole screen. But that's just the easy bit. The hard bit comes when the ball hurtles back down the screen and you've got to position the paddle to catch it. Miss and the ball whizzes past into a void, your paddle disappears with a 'puff' and a life is lost. Life gets hairy when pick-ups start dropping down the screen. Do you go for the fruit or the ball? Or do you flap, get into a fluster and miss them both?!

Pick-ups are a big help. The fruits double the length of the paddle. The magnets stop the ball bouncing back off the paddle and give you a welcome breather. You can get extra time, larger balls (*Oo-er! Ed.*) and quick exits to each stage.

The tiles change formation with each new level. Some have to be hit several times to break up, some blocks are permanent obstructions for your ball to bounce off. Best thing to do is shoot the ball up a narrow opening and trap it at the top of the screen, where it'll wreak most havoc before it eventually finds a way back down.

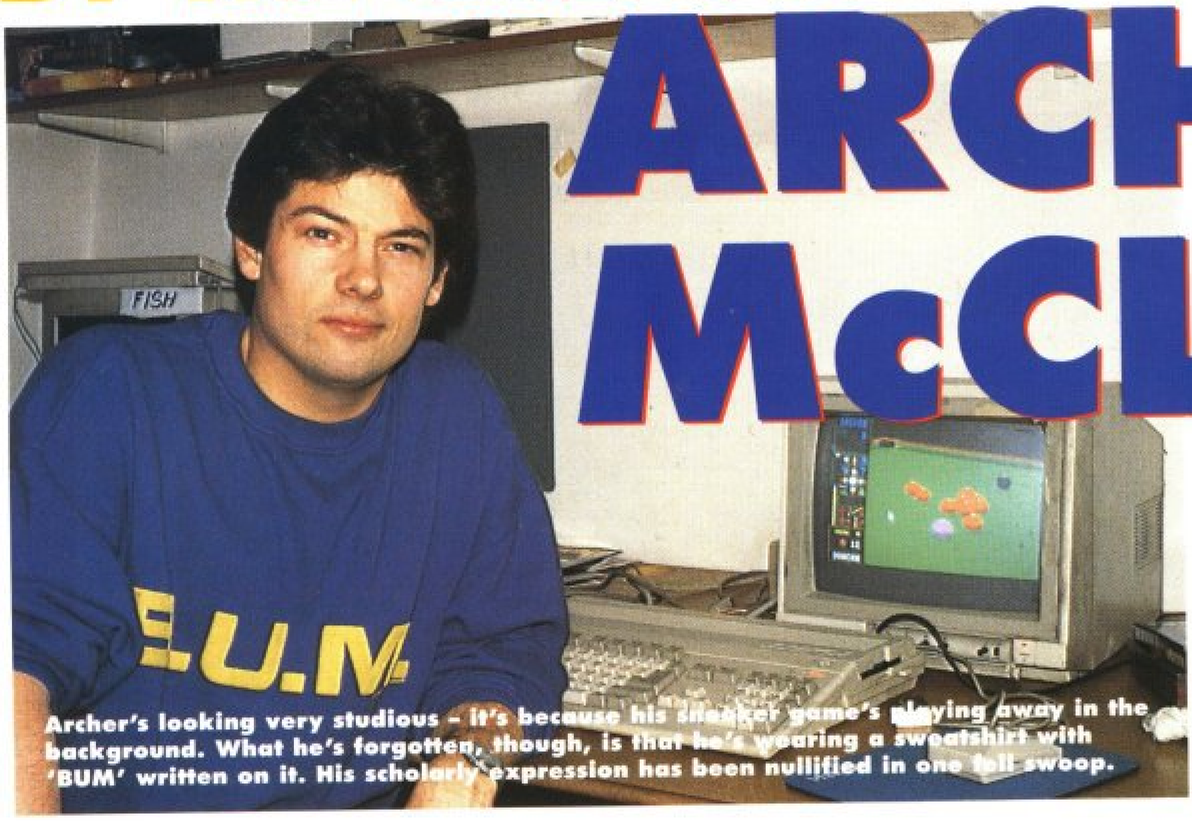
For one or two players, it's great fun. Colourful, simple and a real addictive dosh eater. Well worth a few quid's worth.


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"Which famous programmer will they 'do' next, and what part of the ZERO building will they 'do' him in?" you may ask. Well, the weather has been a bit 'brass monkeys' just recently, so this month it's out with the crumpets and the toasting fork as we have a cosy wintertime chat...

BY THE FIRESIDE WITH ARCHER McCLEAN



Archer's looking very studious – it's because his snooker game's playing away in the background. What he's forgotten, though, is that he's wearing a sweatshirt with 'BUM' written on it. His scholarly expression has been nullified in one fell swoop.

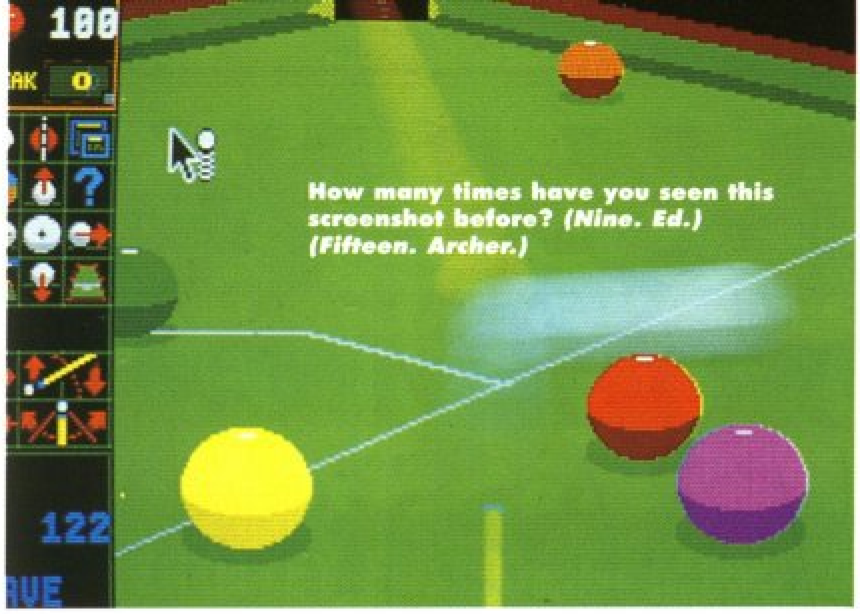


ZERO: Rather than ask you about *Jimmy White's Whirlwind Snooker,* we thought we'd do some pop and TV star-type questions.
ARCHER: Oh no, not pop and TV star questions...
ZERO: Yes, well... you're sort of a member of the programming 'brat pack' (if there is such a thing), so we thought we'd pick some questions straight out of a teenage girls' magazine and put them to you instead. You know, questions that were meant for Craig McLoughlan, Marky Mark, Color Me Badd and the like.
ARCHER: I see. It won't work, you know.
ZERO: Let's try though, shall we? We'll just flick through this copy of *Just Seventeen.* Aha, let's try this one. What's your favourite household chore?
ARCHER: Favourite household chore? What, you mean other than keeping the girlfriend occupied? (Heh, heh.) Er... well, I quite like making sure my *Robotron* arcade machine still works. I don't play it very often, but when I do I'm on it for about two hours.
ZERO: Have you got any other arcade cabinets?
ARCHER: I've got a *Defender* machine.
ZERO: Jeff Minter would like it round your place then.
ARCHER: Mmmm...
ZERO: Oh, hang on, here's a good one: how would you describe your character?
ARCHER: Some people would say: "What character?" Ha, ha. Er, I'm a nut-case who always seems to land on his foot. Feet! I mean on his feet. Ha, ha, ha, ha. Mmmm... character, character... well, I do a lot of very odd things. I've bought and sold quite a few classic cars...
ZERO: This is before getting involved in software, is it?
ARCHER: No, no – this is in-between. Everything is in-between software. I used to trade options on the market. I made quite a bit of money there, but I also lost quite a lot – on a certain day in October a few years back.
ZERO: The Crash! How much money did you lose, then?
ARCHER: A lot. I'm not saying. I made a lot, but I lost a fair chunk of it. Basically, I'm an entrepreneur and I'll try anything that's likely to make a bit of cash and is enjoyable to do at the same time. (Without exploiting other people though – most of the things I do are off my own back.)
ZERO: So does the computer software side of your entrepreneurial activities pay well enough for you?
ARCHER: This time around, yes – with the snooker. Yes, definitely. That *has* been good. I've got a habit of taking people to court as well. Like there's a certain company in Birmingham (that I'm not allowed to mention for legal reasons) – I've just won a big case.
ZERO: But if you've just won it, surely you can talk about it?
ARCHER: No, because I've signed a non-disclosure agreement saying that I wouldn't tell anyone I'd won so much money. Or for what reason.
ZERO: You don't have to mention any names.
ARCHER: Oh, okay. I was ripped off. But I'm one of the few people who has survived this far and has the money to actually take these bastards to court. I'd say that 80% of publishers – no, let's say 60- 70% of publishers – rip off naive programmers because they don't have proper contracts. These programmers then disappear from the business, but there's always plenty of new blood coming in to take over from where they left off. I'm lucky that I've been around for seven years.

Archer tries to set fire to one of our crumpets.



ZERO: So was this 'un-named company' completely taken aback at the appearance of a writ?
ARCHER: Yes, and they were totally contemptuous about it. "A programmer? Taking us to court? Ha, ha, ha!" That was their response. But I had a very expensive barrister and a very expensive solicitor and... well, I won. They settled out of court in the end. It took four years, though. Quite what the bloke I'm talking about is going to do next time I meet him at a show or something is, well... I dunno, actually... he'll be quite annoyed.
ZERO: Right, let's have a look in the girls' mag for another question. Ah, have you ever been in trouble with the police? (Look, it's here, in an interview



How many times have you seen this screenshot before? *(Nine. Ed.)* *(Fifteen. Archer.)*

with the cast of *The Bill*.)

ARCHER: Well, anyone who knows what I drive and the way I drive will be surprised at this, but I've only ever had one speeding ticket. Five years ago – for doing 73mph on a dual carriageway. The cop was very unfair about it – I was the only car on the road and I think he was trying to fill his quota. He tried to nail me for everything, but I got away with a £25 fine in the end.

ZERO: Talking of cars, you're a 'flash car' person, aren't you? How many flash cars have you got? Loads?

ARCHER: Well, not loads. If I say *that*, everyone's going to get really pissed off, aren't they? I've got three cars.

ZERO: Oh. Er... let's see what other questions there are. *(Flicking sounds...)* Hmm. Are you enjoying playing the title role in the stage version of *Joseph And His Amazing Technicolour Dreamcoat?*

ARCHER: Yeah, it's great. I don't believe this. Ask me about *Snooker*, will you?

ZERO: Okay. Well, judging by the flies and the funny faces on the balls, you're obviously the sort of person who keeps busying away – always adding extra bits, always squeezing in something else if it's possible...

ARCHER: Yeah, right up to the very last minute, with everything I do. It's always "Is there room for something else?" With *Snooker*, for instance, I think there's about 1K left on the Amiga version. There's a bit more left on the ST version, but the graphics and sound effects don't take up so much data.

ZERO: How did you go about the Jimmy White snooker game, right from the start – did you buy a table and just start playing or what?

ARCHER: Well, no – a game like that sort of 'evolves'. You don't know where you want to go or how you're going to get there, you just start writing. My first problem was the 3D maths, and after working on this for six months I thought "Sod it!" and completely scrapped the entire system. It went through about three incarnations in all, especially the polygon drawing and filling. But I'm pleased with the final result – it's 400% faster than the previous best by anyone else. Four times faster! That's good, even if I say so myself.

ZERO: What clever 'tricks' did you use? (If you can explain in layman's terms so we don't have to write an equation.)

ARCHER: People wonder why the game doesn't suddenly slow down and jitter when you hit the pack with full power. What actually happens is that while the cue's going in and out, the computer goes into intensive computational mode and calculates where all the balls are going to go for the next twelve seconds – it fills a great big table up. So once the shot's taken, the computer's not working anything out, it's just drawing. It sounds easy when I put it like that, but the maths involved is *unbelievably* complicated. It's 64-bit mathematics.

ZERO: Well done! Finally then, one last pop star-type question. What's the thing about yourself that most annoys you?

ARCHER: There are a few, but the one that comes to mind is that I always leave something behind. Wherever I go, you can be certain that when I leave I'll forget one item. I always do it. Always. Every single time. It's guaranteed. *(Archer forgot to leave an item behind. Ed.)*

STOP



The famous 'Marshmallow' scene from *Return Of The Living Dead III*. Aaargh!

Last month Peter Molyneux promised to explain about etiquette in the Land Of The Rising Sun. Here he is.

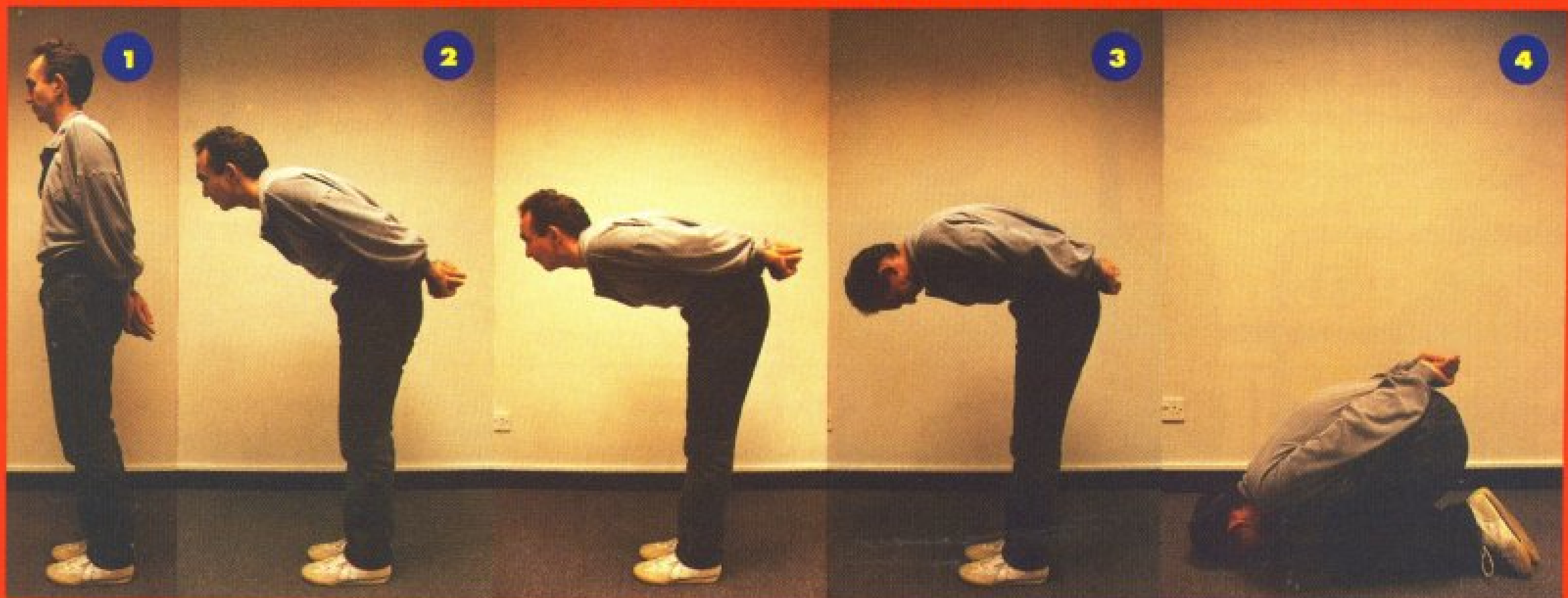
BOWING IN JAPAN

1 **If you meet someone you consider to be unbelievably inferior to yourself, you hardly need to move at all. Just a quick nod will do. As if you're saying "Yes".**

2 **With somebody who's an equal, you need to be polite. Bow a couple of times from the waist, but keep your eyes locked on theirs or they'll think they're superior to you.**

3 **Now for an important person. You need to offer your head to them so they could cut it off if they wanted to. A very deep bow from the waist. Study the floor for three seconds.**

4 **An incredibly superior person to yourself has to be grovelled to. Literally. Imagine he's spilt his lunch on the floor and you're picking it up for him in your mouth. Do this nine times.**



NEXT MONTH: ON THE PAVEMENT OUTSIDE THE ZERO BUILDING WITH, er... well, we don't actually know yet.

OFF YOUR TROLLEY!

WIN!

A TROLLEY FULL OF GAMES! 25 FABULOUS GOODIE BAGS! ALL COURTESY OF US 'OFF ITS BLOOMIN' TROLLEY' GOLD!

Food shopping, eh? What a tedious little chore it is. No sooner have you stepped into your local Sainsbury's, Tesco or Kwiksave than a vicious war ensues. Fumble desperately in your pockets for that pound coin, grab your trolley and away you go. Avoid the grannies with their tartan trolleys, mow down the mothers and babies, scour the shelves for those life-giving essentials and hopscotch between the Russian queues aiming to get to the till first. And when you finally get home and empty your carriers, you ask yourself: "Was it really worth the effort?" as you stare uninspiredly at a tin of corned beef, four over-ripe tomatoes and a packet of crisps.

Well, next time it might just be worth your while, because a five minute trolley dash could be yours – and not just round a poorly-stocked supermarket, either. Oh no, none of that rubbish for you – you get a five minute dash around the US Gold warehouse. Just think, get it wrong and you could have 150 copies of the same game! There are also 25 runners-up prizes of US Gold goodie bags, which of course are bags jam-packed to the brim with, well... US Gold goodies.

DASHED DIFFICULT

All you have to do is look at the four people below, then study the four statements in speech bubbles on the right. Using the huge amount of skill and judgement which we like to credit people with having in order to flatter them into entering these competitions, decide what reason they would give for leaving Betterbuy with an empty trolley. For example, if you think Richard Madely said: "Because I let Big Ears handle the goblins, the shopping and the blags – I'm just the driver," write down A next to 3 on a piece of paper. Do the same for the other three, then pick up the phone, dial **(0898) 299244** and read out your answers.



Remember to get the permission of the unfortunate person who pays the phone bill. If a friendly lady answers and asks if you want to taste her produce, hang up.

NON-RUNNERS

1. Employees of Dennis Publishing and US Gold.
2. Entries phoned through after 31st December 1991.
3. Happy Shopper clientele.

**Erm, actually Mr Madely is a scrupulously honest and charming person (who can take a joke). Ed.*

1 Because I only came in to get some taramasalata and some wine, which I know they don't sell in Betterbuy, but the scriptwriters want me to appear just that little bit cleverer than everyone else round here, and they somewhat patronisingly think that northerners see taramasalata and wine as exotic...

2 Because the only time I tried a trolley dash I didn't actually arrange it with the supermarket first. Ever since then I've left all that sort of thing to my elderly wife, Judy (73).

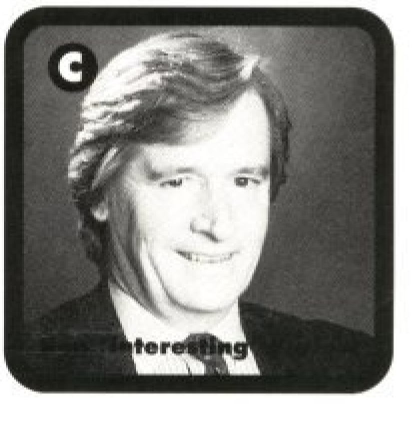
3 Because I let Big Ears handle the goblins, the shopping and the blags – I'm just the driver.

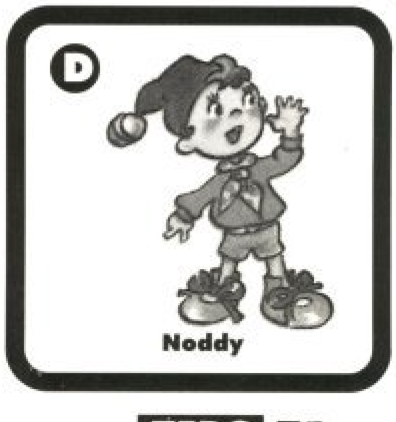
4 Because while I was doin' me shoppin', like, that blimmin' Reg Holdsworth said something about our Jack and I punched 'im in the gob and got chucked out... I'll swing fer 'im next time I see 'im, I will.

(0898) 299244


A — Richard Madely


B — Vera Duckworth


C — ...teresting


D — Noddy

EPIC





T.V. SHOTS TAKEN FROM CBM AMIGA FORMAT.

EPIC - A LEGEND BEYOND TIME

From the development team which brought you F29 Retaliator now emerges **EPIC** - a sci-fi extravaganza featuring spectacular graphics and stunning game-play.

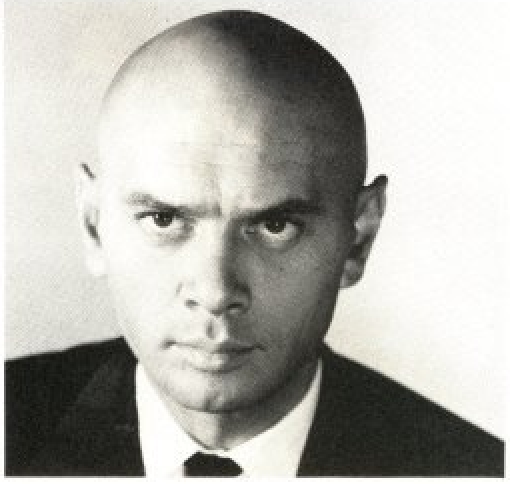
ocean

A legend is born, a supremely advanced one-man starfighte awesome power and destruc capabilities that, in the right hands will wreak havoc amoungst inter-galactic transgressors - that legend is EP

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YULE WINNERS



It's coming up to Chrimbo again! That means tons of food, gallons of drink and an avalanche of games compilations from the software companies. Which jolly critic could we get to scan these festive treats? Unfortunately, *David 'Miserable Git' McCandless* was the only one in the office at the time...

Hate Christmas? Despise Christmas? Loathe Christmas? Does Christmas bring a vitriolic swell of vehement bile and disgust to your throat? I hate everything about Christmas. What do you hate most about Xmas?

GRANDPARENTS
More inevitable than Christmas itself are grandparents. They drool over the tablecloth. They drink too much sherry and yack on about the war. They tell you how much you've grown up. They give you a purple body-warmer for a present. They don't understand puberty. They slap you around the face when you say "poo" or "bum".

NUTS
What exactly is the connection between nuts and Christmas? Why do bowls of walnuts and Brazils suddenly appear around the household in mid-December? Of course, if there are nuts, there are nut crackers. If there are nut-crackers there are hilarious jokes.

Example:
Father: (*Moodily.*) I can't be bothered to crack all these nuts.
Mother: (*Cheekily.*) You'd better watch it or I'll crack your nuts.
All Women Present: (*Feministly.*) Ho-ho-ho. Giggle.

NEIGHBOURS
Goddamn sanctimonious neighbours who have had too much sherry, kissing you and shaking you sweatily by the hand. One is called Clive and is a British Telecom engineer. He likes fishing and gets drunk very quickly. The other's called Shirley. She giggles endlessly when she sees mistletoe or when somebody says: "Who wants stuffing?"

COMPILATIONS
Another inevitability of Christmas. When those friendly software houses become all smiley and giving, encouraging the yuletide wallet to cough up a few more spondulicks than necessary for a nicely packaged box swollen with dubious old titles. (Oh, the cynicism.)

THE SCORES

Let's use a 'grandparents' metaphor to make this whole thing a bit more interesting. Every game gets a score in each of these categories, which can be related metaphorically to your wrinkly old kinfolk...

VARIETY
V Are your elderly relatives of the same genre (blue rinse, thick spectacles, flowery blouses) or do you have an off-beat peroxide gran and a baggy bob-haired grandad who likes 'rap music'? (*I'm not sure about this metaphor. Ed.*)

VALUE FOR MONEY
V Can you bear your wrinklies' constant anecdotes about Thailand and their messy way of eating, simply because they slip you a fiver for 'sweeties'? Or do you suck up to them for hours for no monetary gain? (*It's not really working, is it? Ed.*)

TEST O'TIME
T Are your grandparents stuck in their non-conformist, Victorian, "Oo, biscuits used to be so much cheaper" attitude or can you safely say "lesbian" and "the Germans" in front of them? (*This is definitely the worst panel I have ever read. Ed.*)

LONGEVITY
L Are they about to kick the buck... (*No! Enough! Ed.*)

AIR/SEA SUPREMACY
Ubisoft/ST & Amiga £30.99/PC £34.99

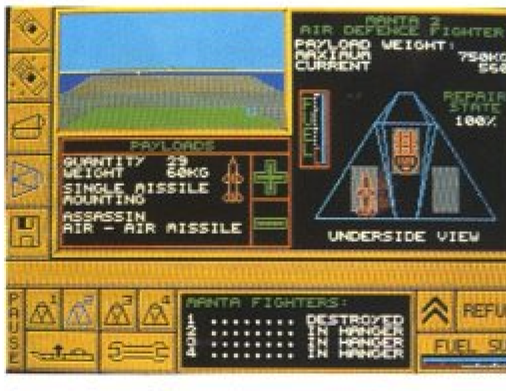
SILENT SERVICE: Just as MicroProse brings out the definitive sub sim, *Silent Service II*, here's the prequel in a budget bumper package. A classic in its day, this is still a good title, despite being a bit dated and slow.

GUNSHIP: The benchmark for all helicopter sims. Great depth, great realism and just enough gameplay and wholesale violence to keep most people happy.

CARRIER COMMAND: Bit like an old dog, this one. A bit aged and docile, but if you kick it hard enough you can still get it to bite you, if you see what I mean. (*No. Ed.*) The progenitor of all vector-based strategy games. Brilliant.

P-47: Bit of a token arcade game in this bundle of life. Still, variety is the spice of life and this is good for an hour or so of stress-free sideways scrolly blasting.

F15 STRIKE EAGLE (PC Only): The problem with reviewing flight sims is that they are nearly always brilliant



these days. Every time a new sim comes out, the others fall back a place. This one is about tenth by now. That's not saying it's not good, just that the others are better.

WINGS (ST & Amiga Only): Fab, atmospheric WW1 sim with all sorts of bombing, strafing and dogfight missions, interspersed with log books, mess halls and rather disturbing funeral sequences. Still played in the ZERO office, but has also been eclipsed by newer sims.

V88	T80	OVERALL
V85	L87	83

QUEST & GLORY

Ubisoft/ST & Amiga £30.99 PC £34.99

ZERO HERO

ST, AMIGA, PC

CADAVER: Vast, isometric dungeon epic. Mystery, puzzles, adventures, trolls, magic, sharp sticks and The Bitmap Brothers. Weeks of fun and intrigue.

MIDWINTER: There's nothing to badmouth *Midwinter* about. It's got it all. Arcade ski/shoot section, vast strategic backdrop, logistics, managements and even its own little soap opera dramas. State of the art.

BAT: A French game, so predictably bizarre. It was also a rather innovative little number, well-received by the bearded brigade. Scored notoriety by the replacing of the 'bonking' joystick waggler sub-game, in the original French version, with 'disco dancing' for the UK.



BLOODWYCH: Two-player *Dungeon Master* magic 'em up delight. Set in an intricate complex of algae-scummed catacombs, with a host of spells, monsters, treasures and swords. It's debatable on the graphics side, but definitely gripping and will take you months of all-night sessions to complete.

V86 T90 OVERALL 92
V89 L92

AIR, LAND AND SEA

Electronic Arts/Amiga £34.99 & PC £39.99

PC, AMIGA

688 ATTACK SUB: Vintage EA simulation, simulating modern-day submarine warfare (obviously). Detailed, realistic, not a patch on *Silent Service II*, but at this price, who's quibbling?

INTERCEPTOR (Amiga Only): Thin in terms of realism, but this early flight sim has more playability and appeal than most of the modern sims. You're given the whole of the San Francisco area to bomb, crash into, perform stunts around and chase cruise missiles over. Fast, fun and with a huge amount of freedom. What larks!

INDY 500: Still standing as the fabbest circuit racing game. Lightning vectors (fab), stunning 'vroom, vroom' noises (fab) and the freedom to piledrive into the crowd or drive the wrong way around the track (extra fab). Just one track though, so ultimately limited (but it takes a while).



STORMOVIK (ST & PC Only): After Electronic Arts made us all go "Whooo!" with *LHX Attack Chopper*, it brought out this flight sim based upon the Soviet Sukhoi Su-25 Frogfoot ground-attack plane (a sort of commie A-10, if you like). Not as good as *LHX*, a bit on the difficult side, but not a bad flight sim nonetheless.

V86 T82 OVERALL 83
V82 L80

CHART ATTACK

Gremlin/£29.99

ST, AMIGA

LOTUS ESPRIT: Excellent, undulating, road-race drive 'em up. Very fast, very smooth, other cars, water hazards, chicanes, logs. Ignore the certain *Lotus* botty-kissy elements and you have a most enjoyable racing game.

JAMES POND: Fishy, underwater, cutsey nonsense, based on awful, awful puns ("A View To A Spill", "The Mermaid Who Loved Me"). Cute bug-eyed crabs, grinning cartoon sharks and bubbles. Very colourful and a real good giggle.

VENUS: Rather psychedelic shoot, crawl and scuttle 'em up. You control a cybernetic cockroach through various nightmare worlds, brimming with wood lice, fleas and all sorts of orange bugs that girls can't stand. Very smooth.



GHOULS 'N' GHOSTS: A rather super conversion of the mammoth B-movie arcade classic. Horrible zombies, deathly coffins, vultures, skeletons, wizards and actresses with strangely pointed breasts. (*Are you sure about that last one? Ed.*)

V86 T82 OVERALL 83
V82 L80

CAPCOM COLLECTION

US Gold/£29.99

ST, AMIGA

UN SQUADRON: Well-presented but ultimately crap version of the formula sideways scrolling shoot 'em up. Power-ups, parallax scrolling and explosions.

STRIDER: This Soviet-set, scrolling gymnastic routine is looking a bit dated now. Patchy scrolling, jerky animation and smelly enemies, but there are a few hours left in it yet.

LAST DUEL: Downward scrolling, futuristic car-race game. Another coin-op conversion. Another pretty crap one. Much too slow, too blocky and too old. The two player option does add something, though.

FORGOTTEN WORLDS: Impressive looking, scrolling shoot 'em up with huge nasties and play area. Let down by age and awkward control system. A good blast nevertheless.

GHOULS 'N' GHOSTS: One word. And the word is 'smaaaart'.

DYNASTY WARS: Not much masculine phallocentric satisfaction to be gained from this feudal horse ride 'em up. A good conversion of the coin-op, but the coin-op was average.

LED STORM: Similar in concept to *Last Duel*, but much slicker, quicker and flicker-free. Much more exhilarating and bewildering too.



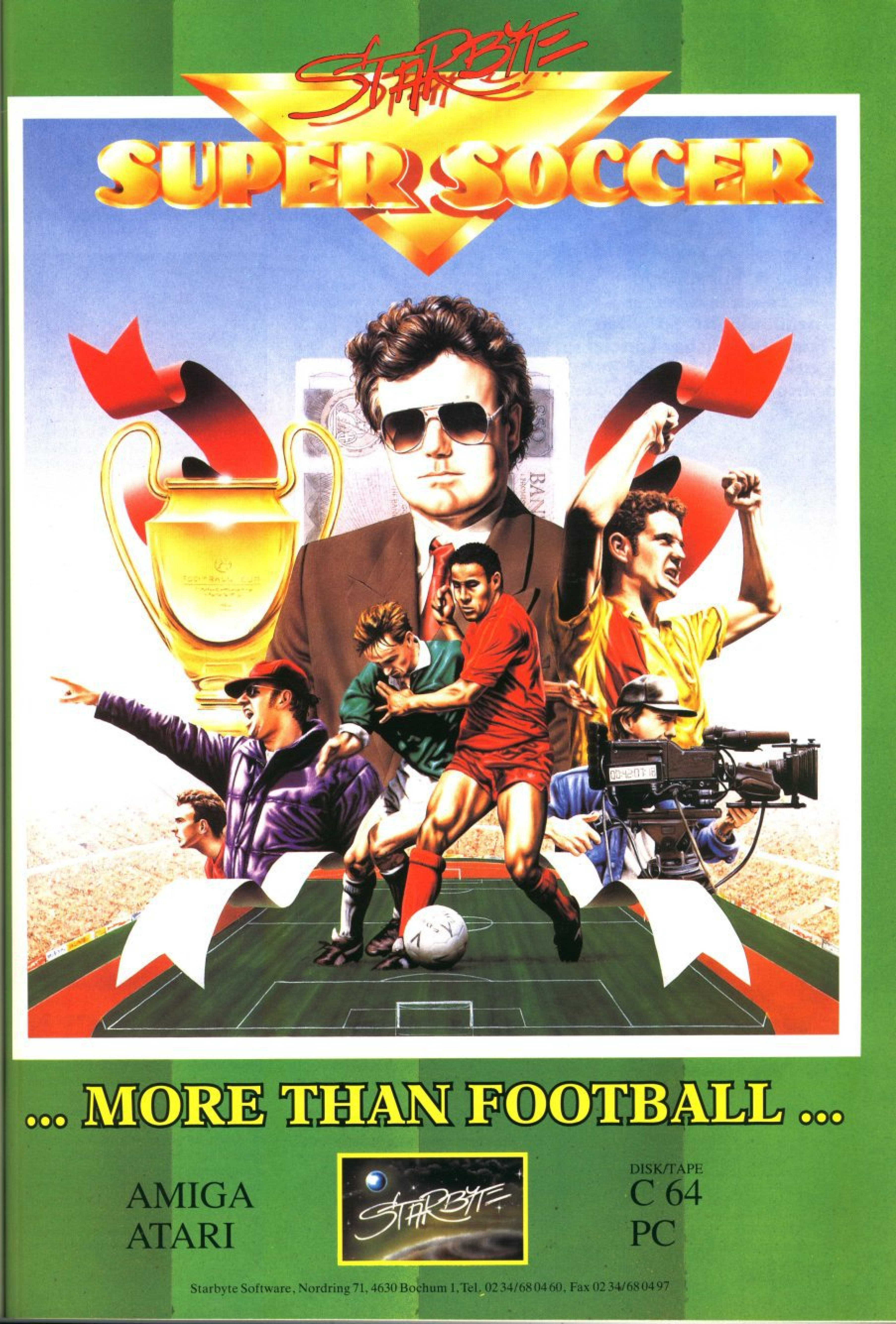
STRIDER II: A bit of step down from the original, this ended up as a huge roam and splat 'em up with smaller sprites and a larger playing area. Fast action, thin gameplay. A bit disappointing.

V72 T75 OVERALL 75
V80 L81

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OVERALL
83

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UNDER WRAPS

GOLDEN E



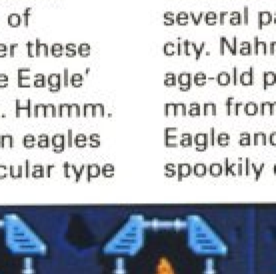
Not a lot of people know it, but *Amaya Lopez* is a secret ornithologist. So when French publisher Loriciel asked us to look at its forthcoming sequel, *Golden Eagle: The Return*, we decided to kill two birds with one stone. *(Unfortunately, Amaya survived the experience. Ed.)*

There's nothing more fab than a bird (with the exception of Pauline Quirk). Birds can spend hours soaring through the sky and still manage to be chirpy at 6am (the basts). But the fabbest thing of all is a violent bird – and when it comes to ferocity, were talking eagles. Ah, just contemplate for a moment the number of heroes who've been named after these superb creatures: er... Eddy 'The Eagle' Edwards and er... Eagle Knievel. Hmmm. But hang on were talking golden eagles here not crap ones. And a particular type of eagle, to be exact. One that's not into bikes or tenuous ski-jumping. One that radiates an enormous amount of mythical energy. One that has led sects to worship it blindly...

Just such an eagle is the much sought-after bird in Loriciel's sequel, *Golden Eagle: The Return*. In fact he's so in demand that Nahmur, master of a sect, ordered his troops to steal the coveted statue. Days of raging battle ensued as Nahmur and his army arrived in their spaceships to attack the Castle of Alderberg. After their inevitable victory, Nahmur returned to the city, bird in hand, hoping to profit from its glorious powers. However, Nahmur couldn't quite fathom how to take charge of the eagle. He therefore decided that his best course of action would be to break the statue into several parts and hide them around the city. Nahmur feared that the following age-old prophecy would come true: "A man from a far-off land will awake the Eagle and dictate its future". And, spookily enough, that man will be you.



Friedrich was famed for his dressing-gown collection.





LEGAL EAGLE

There's only one man brave and strong enough to retrieve the eagle and that's Friedrich Von Horgen. During the battles he was kidnapped by the sect, hypnotised and turned into a slave. You play Friedrich, the 32-year-old bully boy and all round hero. Rather neatly, Loriciel's arcade adventure will allow you to take your destiny into your own hands. You'll have a choice of three endings and you'll be able to interact coherently with the storyline.

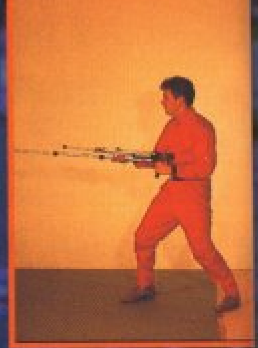
The action takes place in the city (a sort of futuristic base) and it's your task to go scouring the various areas for the five bits of missing eagle. Somewhat tricky, you might think, as you and fellow mutants are in a comatose state patrolling the basement of the enemy headquarters. However, a few muties manage to disconnect Friedrich's hypnotic module with a laser ray and then send him forth to complete his mission.

DIGIT'D

Golden Eagle: The Return has been developed by the same team of programmers and graphic artists who created *Panza Kick Boxing*. They've digitised the game and basically the technique o digitalization is smart for two reasons: 1) The sprites look far mo realistic 2) The characters move extremely smoothly.

However, it's a meticulous process which has been carried out by the graphic artists. First all the necessary sprite movements are worked out and then actors are filmed on an 8mm cameoscope performing these movements (like f example bending, climbing a ladde crouching etc) wearing the right typ of clothing. The same movements a filmed several times and the 'winne is used for the actual digitising. A digitisation software interface is plugged into either a 1 Meg Amiga 500 or an Amiga 2000 and then th cameoscope is connected to the interface. Switch everything on, clic on the 'digitise' option and the film will now be seen on the computer screen. When all the images have been digitised the artist can use a graphics package like *D-Paint III* to

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BUT I PREFER PARTRIDGE

(Reader's Voice)

No, you don't. You love eagles. Eagles are your best friends. You'd tell eagles things you wouldn't tell your own mother. Got that? Right. So you've got to find the five pieces of the Eagle which have been hidden in trunks around the city. Once you've found a trunk, it won't be a case of just opening it and taking the goodies. You'll have to find the right code of numbers to get it open, sometimes to find that it's bloomin' empty! Find all the pieces, reassemble the eagle, battle with the Great Master priest, get into the main room (phew) and then

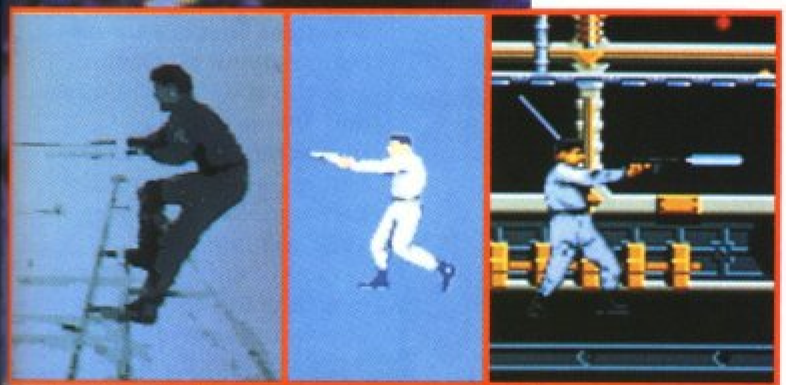
EAGLE II

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finish off the character as the images cannot be used before being touched up point by point (face, clothes etc)... They have to be reduced in shape, the shades reduced from 16 to 7 and every movement has to be worked on individually. Finally all the movements have to be placed over



erform their movements on film, their images are sprites and bert est ton oncle (as the French say).

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one another (preferably in the right order) and then they are passed onto the programmer who incorporates them into the game.

And there you have it. If you can get hold of Rolf Harris and some of his marsupial friends (he's a nice guy, we're sure he'd do it for a fiver), you can film him and create your own computer version of the toffee crisp advert at home.

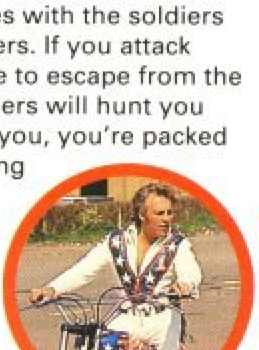


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change the future by moving the bird's wings into one of three positions (for one of the three possible endings).

Of course Friedrich's travels are hampered by the many characters he meets. His first scuffle arises with the soldiers from the headquarters. If you attack someone or manage to escape from the first sector, the soldiers will hunt you down. If they shoot you, you're packed off to the conditioning sector from which you can escape. If you get shot again, you sometimes have to spend some time 'doing bird' though thankfully you don't have to be Steve McQueen to escape. Get shot once too often and you're given a new module insertion. Which means you're *finito*, basically.



Other 'friends' are the lurking monsters. Come into contact with them and you're dead meat. For example there are funny flying armadillo things and you have no option but to fight them (ha). There are also automated robots on another level whose involuntary attacks are best avoided. The Master Priest is the most difficult nasty to defeat and his 'pièce de résistance' is the ability to throw rather lethal fireballs. He guards one specific room and, as you know already, you can only protect yourself against him when you have the whole eagle. Friedrich will also come into contact with the Master Priest's daughter who seems trustworthy enough although at times you may want to kill her. In addition, your life is further endangered by falling stalactites, deadly electrified tiles, explosive objects and remote-controlled doors. Ho hum.

Friedrich can leave his weapon in certain lockers and, by cheating on the computer system, may manage to steal a more powerful one or a handy gadget or two. There'll also be a special screen providing you with a choice of options. You'll be able to access a map of the headquarters, a *Reversi* game (like the boardgame *Othello*, which is fun to play in itself but also has a role in the story), the 'news' on the headquarters' electronic magazine (this will help clarify on-going events), a stagecoach office where the main characters like the Master Priest, mutant's chief etc, contact you, and a biography of Friedrich so that you can gen up on who you are.

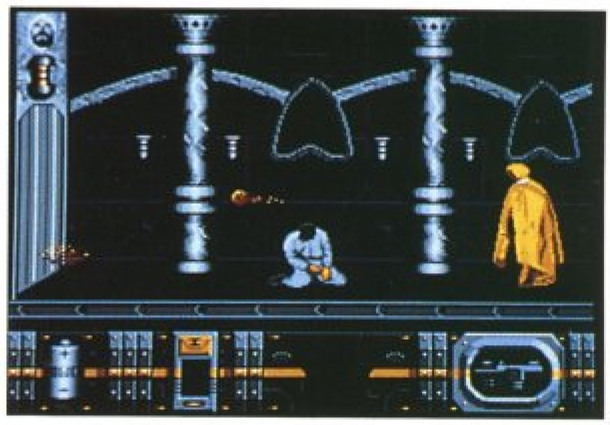
EAGLE-EYED

Ah, the graphics. They are quite superb. Just cast your mind back to Loriciel's excellent *Panza Kick Boxing* with the brilliant digitised animation. Well, *Golden Eagle* takes the biscuit. Friedrich excels all expectation with the way he moves. He can walk, crouch, run, crawl, draw his gun and swivel round in true *Prince Of Persia* style. In fact, I can't quite believe how much like a real man he is. *(Steady on. Ed.)* The background graphics are also extremely detailed and colourful.

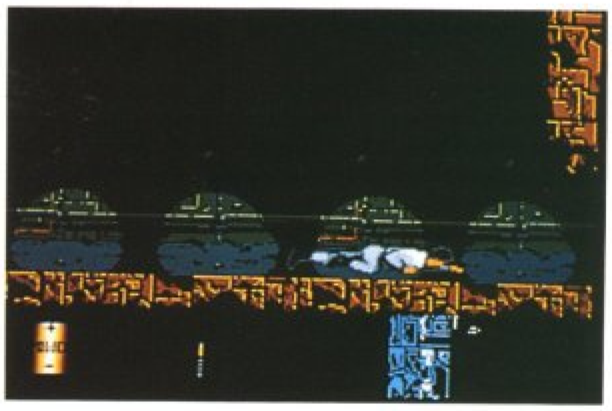


THE EAGLE HAS LANDED

Er... well, not exactly. In fact the game's still being finished (but it was the only phrase we could think of with 'eagle' in it). Its estimated time of arrival in the UK is mid-December, but in next month's ZERO you'll be able to see a fab playable demo on our cover disk and you'd be a mad, mad fool to miss it.



Friedrich cowers in the face of adversity.



Friedrich does 'the crawl'.

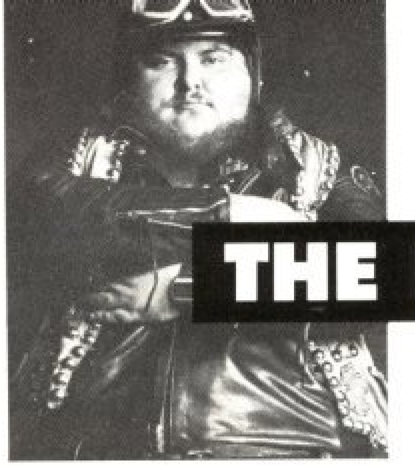


Friedrich and armadillos had never mixed.

WHAT'S WHAT

TITLE	Golden Eagle
PUBLISHER	Loriciel/Infogrames
FORMAT	ST/Amiga/PC
PRICE	To be announced
RELEASED	Mid-December

STOP



THE PRICE I$ RIGHT

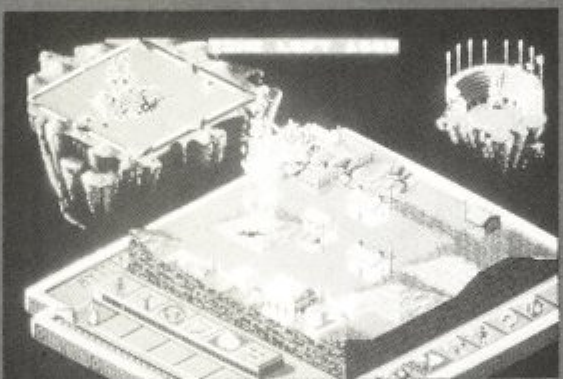
This month, Bloggo decided to partake in the season of goodwill. He scoured the streets, dressed as Santa, with a sackful of Christmas budgets. Upon finding some deserving waifs, he emptied his wares, then recognised their worth and hoofed it. They don't call him Ebeneezer Bloggo for nothing.

POPULOUS

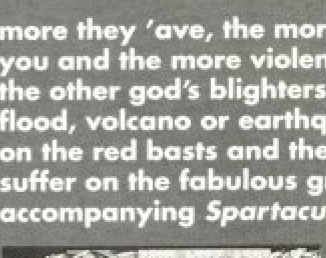
Star Performers/ST, Amiga & PC/£10.99

Bloggo: People always says to me: "Bloggo mate, you don't 'alf know how to turn on that Latin charm," and I'm afraid I can be a birrova Nigel Havers at times (but don't tell the missus). So when there's a game wiv a Latin name, Bloggo becomes a bit of a hoggo (hur, hur) and won't let anyone near it. Especially when that game's called *Populous.*

It's abart being God, and people blessed wiv my sort of charisma won't find that difficult. You have to build flat land for your minions to live on – the



more they 'ave, the more they worship you and the more violent you can be to the other god's blighters. Try a bit of the flood, volcano or earthquake treatment on the red basts and then watch 'em suffer on the fabulous graphics wiv accompanying *Spartacus*-style music.



Awright, awright, if you saw *Populous II* in last month's issue, you may think this is a bit old hat. But mate, there ain't many excellent games at bargain prices and this is one of 'em. There ain't any bleedin' women in it either – worra bonus. Take my advice – buy it!

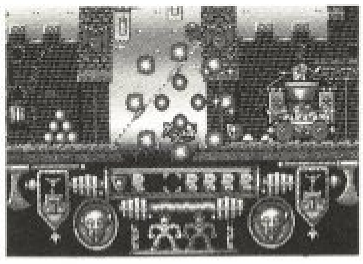
OVERALL SCORE 92

ONSLAUGHT

Mirror Image/ST & Amiga/£9.99

Bloggo: *Onslaught* is a mix of arcade and strategy. It's one of them games where you choose a square on a map screen and then get on wiv ver good bit – smashing up the enemy. If you thrash 'em, like I always do, then that square becomes yours. The more squares you 'ave, the more chance you stand of winning. But you might find some harder to conquer, and that's where the planning comes in.

For the most part, vis game is a good horizontally scrolling shoot 'em up, wiv bleedin' armies all over the shop. Luckily, you can get lots of weapons, but I didn't need many. The graphics are pretty smart and so's the sound. I wasn't

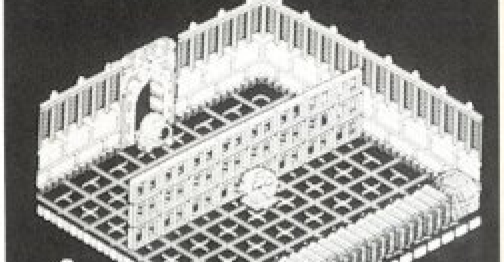


all that keen on reading the old manual, but then again, I can't read (hur, hur).

OVERALL SCORE 85

HEAD OVER HEELS

The Hit Squad/ST & Amiga/£7.99



Bloggo: This is ver new budget game off Ocean – and about time too, I might add. It was originally released on the Spectrum before I even got me stall darn ver market. (*It was 1987, actually. Ed.*)

It's got crap graphics, even worse sound and I absolutely love it. 1987 was a golden year for Speccy games and this was the best of the lot.

It's an isometric arcade adventure (similar to the first *Batman* game) where a dog (Head) and a cat (Heels) infiltrate a castle to free a group of planets. They start in separate rooms, but they're very much a team and it's a good idea to get them in the same place.

It comes darn to this – if you don't buy this game, I'll be rarnd wiv ver lads.

OVERALL SCORE 90

STUNT CAR RACER

Kixx/ST & Amiga/£9.99

Bloggo: Did I ever tell you abart ver time I was a part-time stunt man for Roger in T*he Spy Who Loved Me?* Well, obviously I'm the ideal man for vis review, being a bit of a boy racer to boot (hur, hur). *Stunt Car Racer* was brilliant on full price and is still ver business now.

You gotta choose your track from a series of eight beauties like The Hump-Back, Big Ramp or Stepping Stones. Trouble is, there's no barriers in this roller-coaster car race – if you fall off the curvy track once too often, you'll end up wrecked. (Mind you, I'm like that every Saturday night after 12 pints.)

Easy it ain't – you can race against the computer, take part in a multiple-player race wiv yer mates or link up two computers for a 'head to head'. It's speedy, the graphics are magic and ver sound will make you feel like you took part in a *real* Bond car chase.



OVERALL SCORE 91

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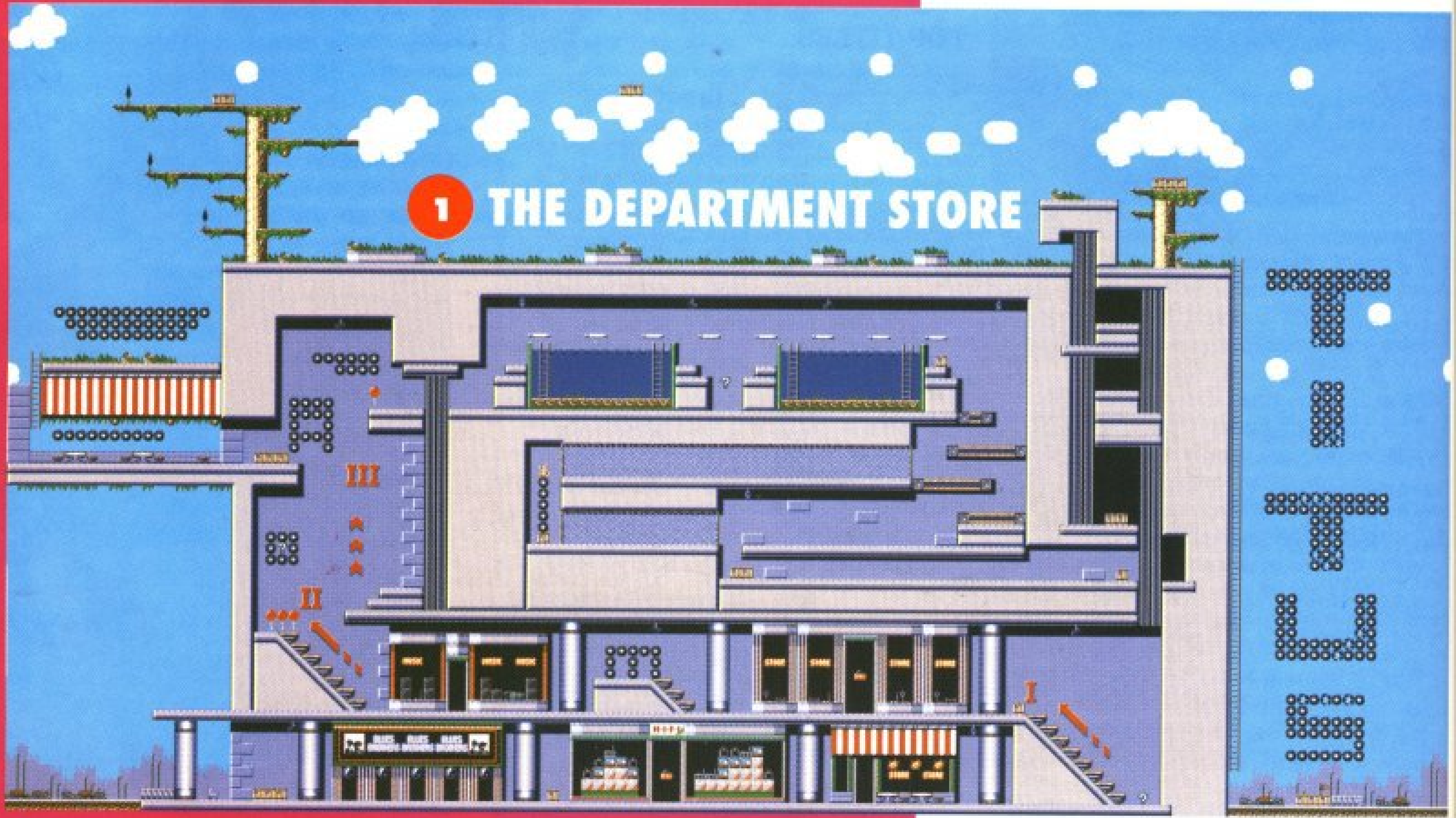
CRYSTAL TIPS*

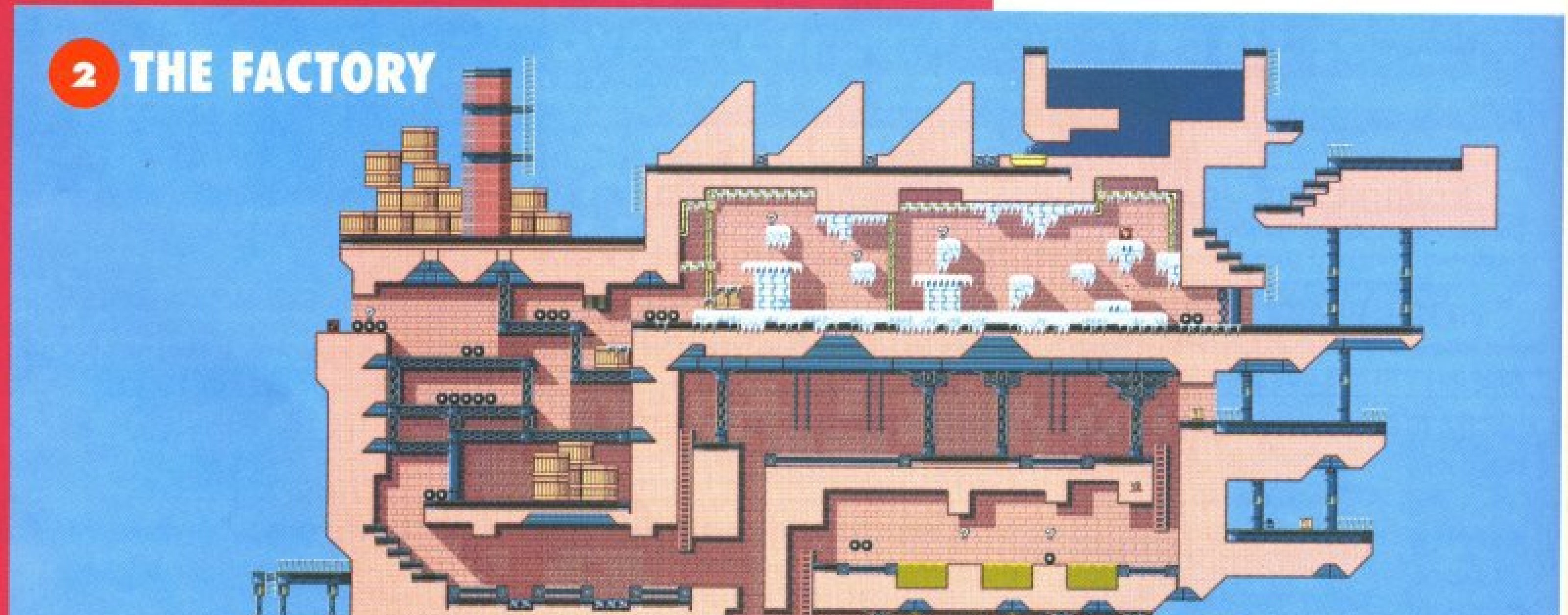
*AND ALISTAIR

***Rich Pelley* hopped into the ZERO office sporting a wooden leg, an eye-patch, a stuffed parrot on his shoulder and a clutch of yellowing parchment scrolls under his arm. "Haaar, Jim laaad," he blustered, "oi brung ye them maps o' *The Blues Brothers* an' *Head Over Heels* oi promised ye." To keep the poor deluded soul happy, we decided to print his maps (after we'd eaten his parrot).**

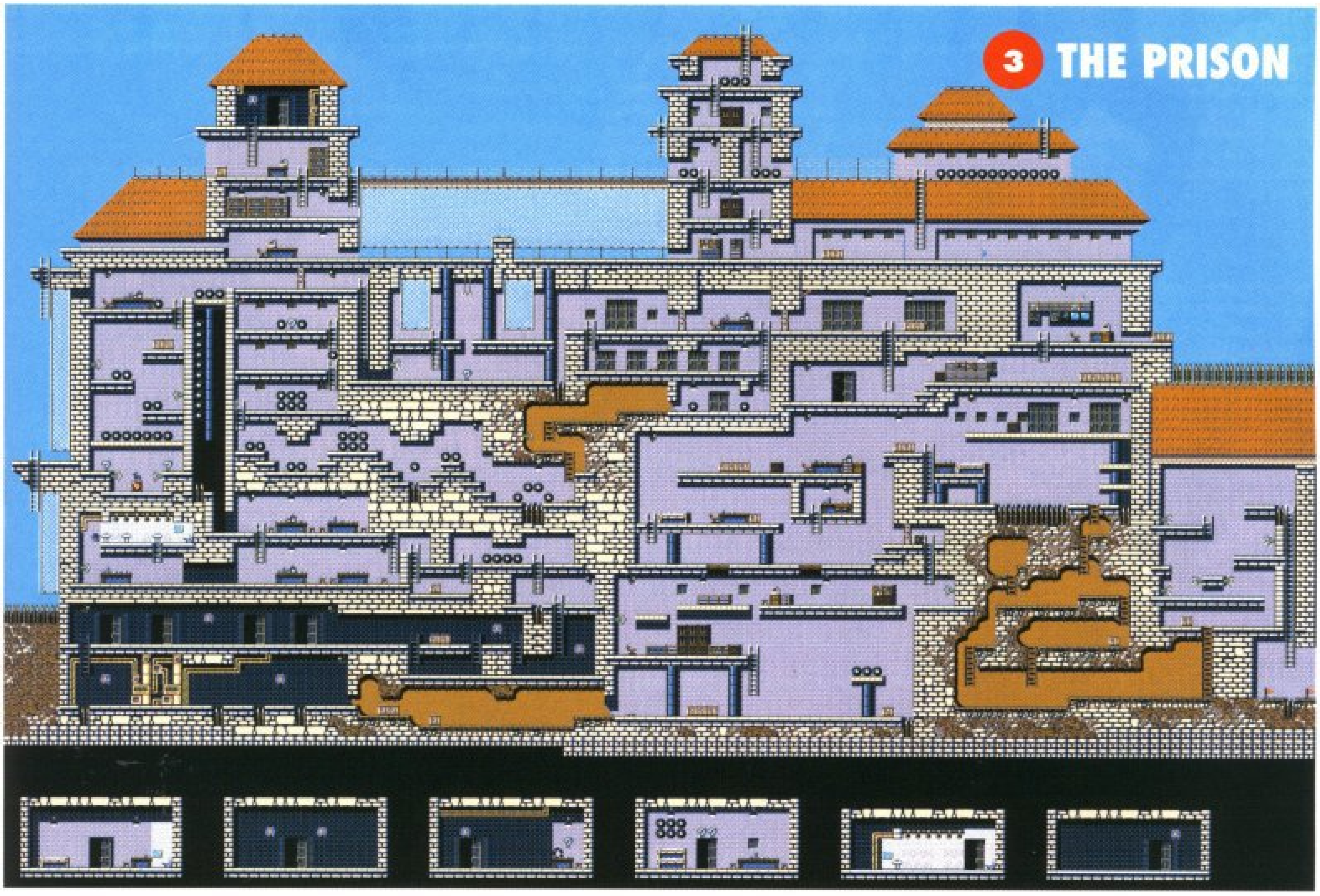
THE B

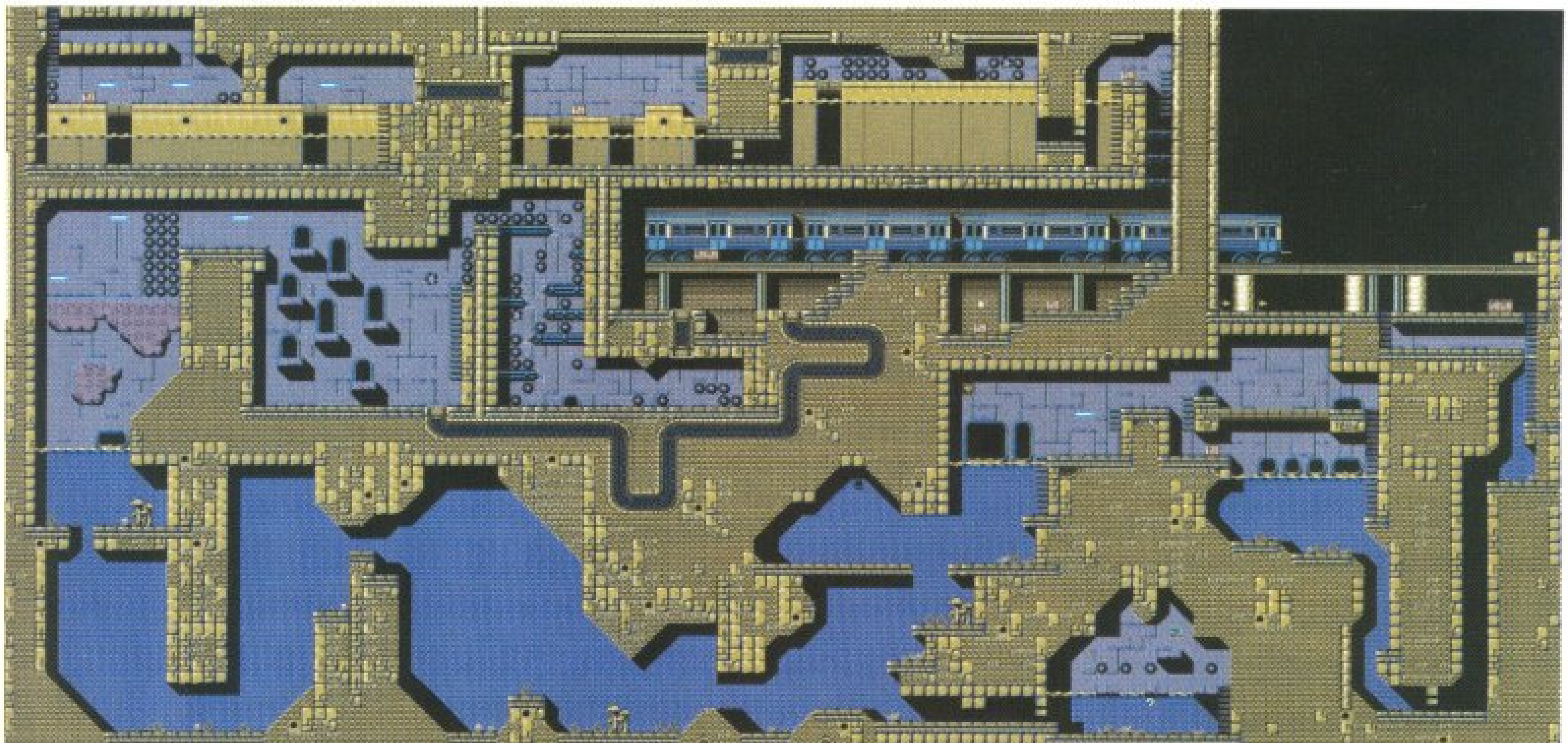
What The Map Shows: The complete layout of the first four levels.
How To Use It: Simply manoeuvre yourself from the start to the finish, collecting the relevant instrument (also shown) while you're at it.
Is There A Cheat?: Yep, see *Gutless Gully*.





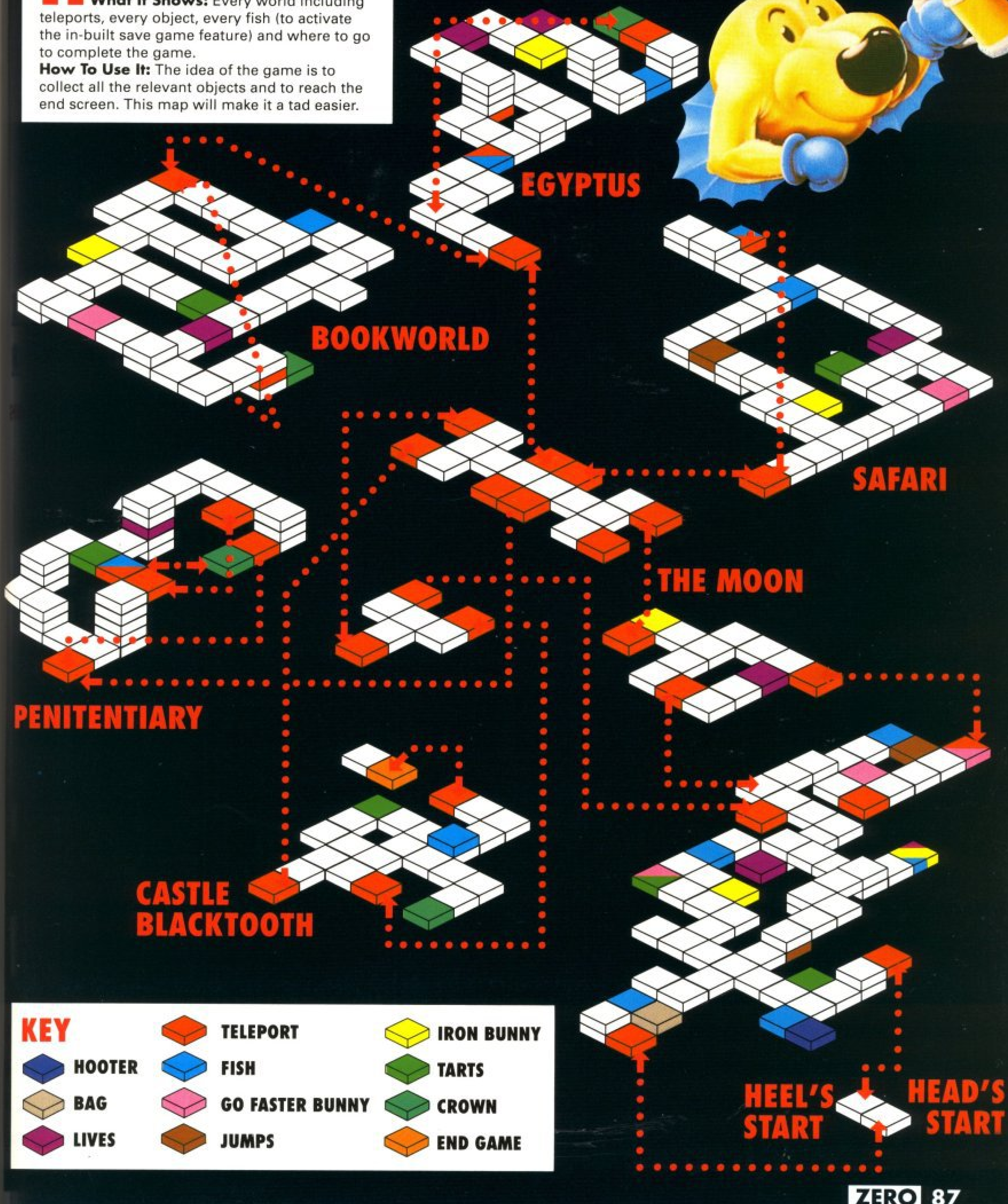
BLUES BROTHERS





HEAD OVER HEELS

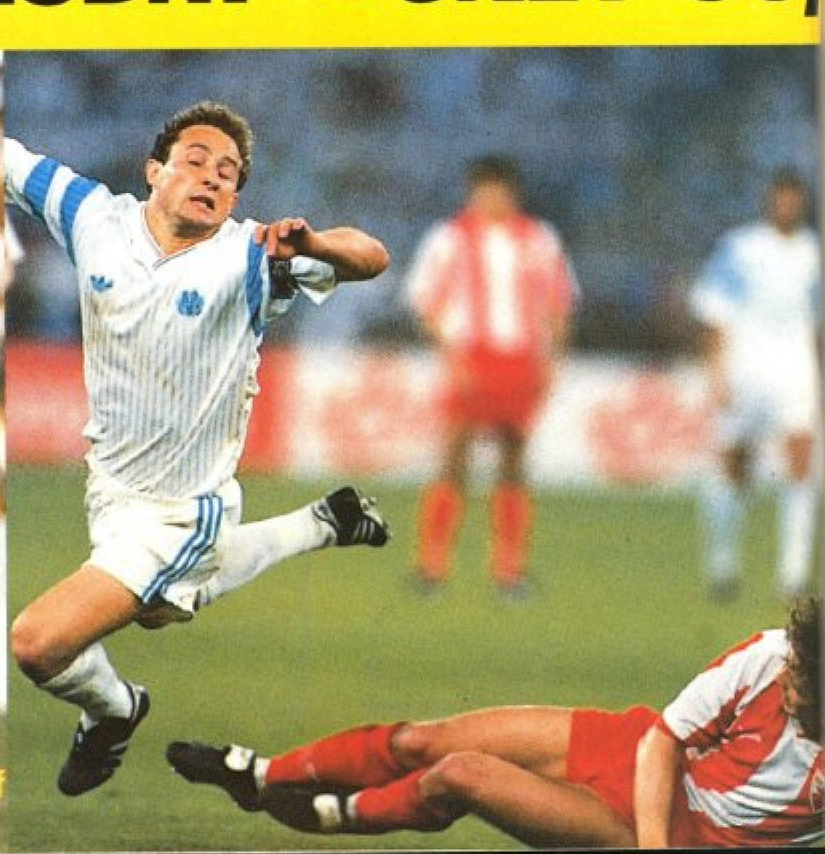
Here's a map for Ocean's fab new budget (reviewed on page 82).
What It Shows: Every world including teleports, every object, every fish (to activate the in-built save game feature) and where to go to complete the game.
How To Use It: The idea of the game is to collect all the relevant objects and to reach the end screen. This map will make it a tad easier.




AVCO
AVCO







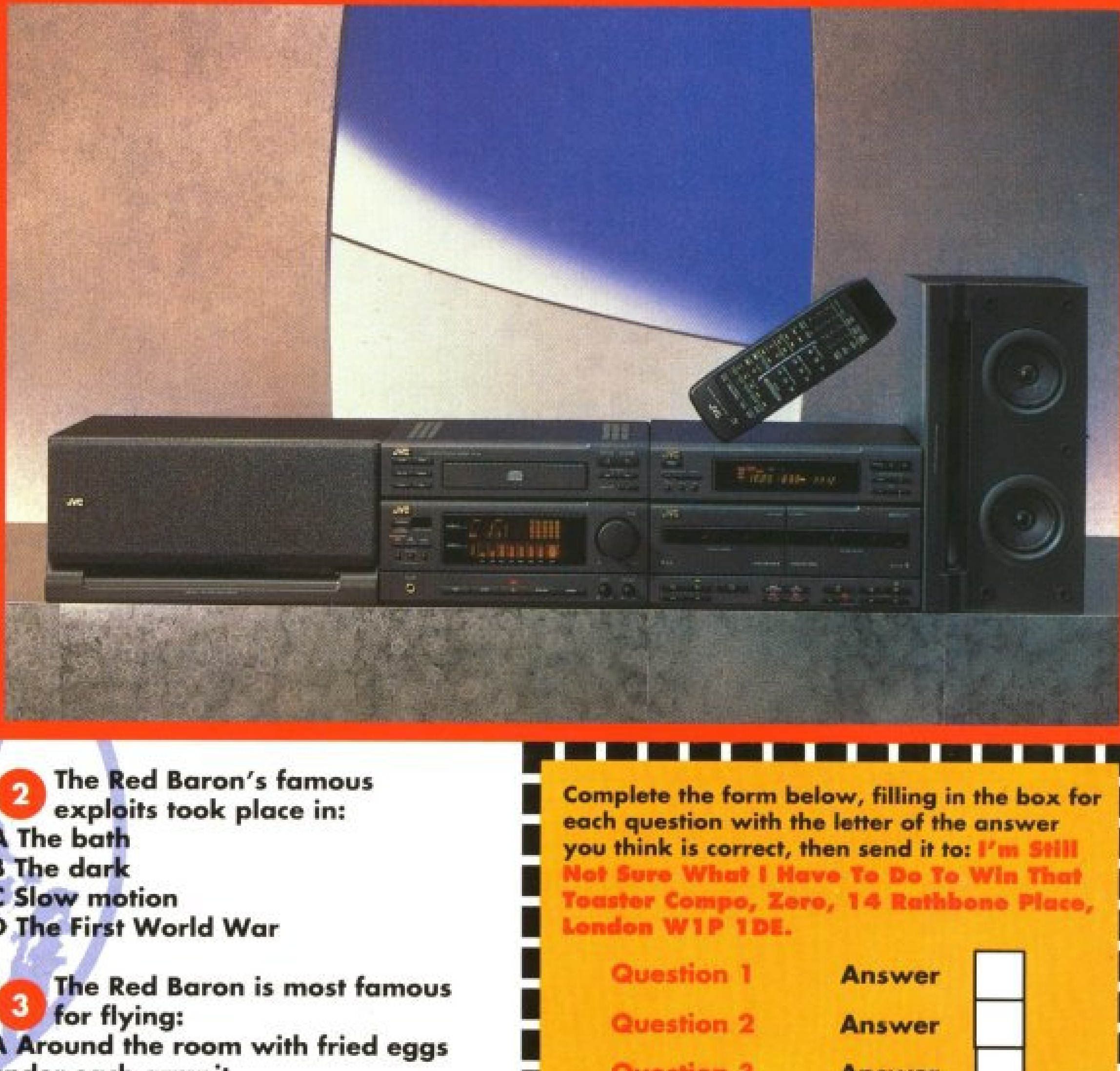
COMPO

DYNAMIX DUO*

WIN A MINI HI-FI! PLUS 20 FAB GAMES!!

THANKS TO THE WONDERFUL PEOPLE AT SIERRA!!!





Oh my goodness, it's another great chance to win an expensive and life-enhancing consumer durable, with your zuper zoaraway ZERO. We've managed, after many hours' negotiating over a hot telephone, to talk the very wonderful and the very lovely Sierra into demonstrating their generosity by coughing up the sponds for the slick-looking mega-prize you can see pictured on the right.

What is it? It looks suspiciously like a toaster to me...
How wrong can you be? You're an absolute Derek Wilton-breath. It's actually a JVC MX50 CD component mini hi-fi worth over £500. Nothing like a toaster at all.

That's all very well, but I bet you have to do something incredibly hard to win it.
Wrong again, doughnut-head. All you have to do to be in with a chance to win is answer the 'mind-numbingly difficult' questions below. They're multiple choice, so you could get your dog to do it and still stand a chance. Even if you fail to win the main prize, don't despair - there are twenty runners-up prizes of equally life-enhancing computer games for you to win.

Twenty?
Yes, twenty. You can either claim a copy of the totally wonderful *Red Baron* or the absolutely superb *Heart Of China*, both of which are available on PC and Amiga. It's up to you. (If you've got an ST, we'll sort somefink aht.)

What do we have to do again?
I told you. Answer the Red Baron questions printed below, fill in your name and address, pop it into an envelope and send it in to us, and Bob's a thing you do if you can't swim very well. Honestly, some people...

1 The Red Baron referred to in the title of the game is:
A Baron von Retchoften
B Baron Munchausen
C Baron von Richthofen
D Keith Baron

2 The Red Baron's famous exploits took place in:
A The bath
B The dark
C Slow motion
D The First World War

3 The Red Baron is most famous for flying:
A Around the room with fried eggs under each armpit
B A Terry and June pennant from the aerial of his Ford Escort
C A Sopwith Triplane
D A Fokker Triplane

*Dynamix is part of the Sierra family.

RULES
- Entries from employees of Dennis Publishing or Sierra are strictly verboten.
- Anyone sending in coupons after January 31st 1992 will be permanently grounded.
- The Ed is an ace with 35 kills under his belt, so his decision is final.

Complete the form below, filling in the box for each question with the letter of the answer you think is correct, then send it to: I'm Still Not Sure What I Have To Do To Win That Toaster Compo, Zero, 14 Rathbone Place, London W1P 1DE.

Question 1 Answer ☐
Question 2 Answer ☐
Question 3 Answer ☐

My name is ____________
My address is ____________
____
____

My computer is ☐ PC ☐ Amiga ☐ ST ☐ Knackered

I confirm that my IQ is superior to that of Matthew Corbett

☐ Yes ☐ No

IMPROVE YOUR HEX LIFE!

ZERO's Hex Counsellor, *John North* seems to have gone into winter hibernation! He writes: "A bit shorter than usual this month, due to my defiant reluctance to get out of bed to hack computer games. Not that it really matters, because a new female girl of the opposite sex has sent in a couple of neat Amiga routines. So let's have a warm IYHL welcome, please, to *Wendy Munro* of Sutton in Surrey."

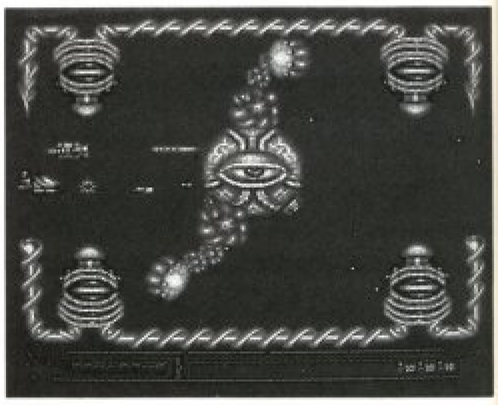


PREHISTORIK

AMIGA

This first listing gives standard infy lives, but a bit of farting about is called for before you can use it. Type it in and RUN it as normal with a blank disk in DF0, and it will create a file called DINO. Now exit from basic and open a CLI window from Workbench. Type in DINO to run your new file, then stick your *Prehistorik* disk in DF0 when prompted. It'll now load and run with the POKEs installed.

```
10 REM Prehistorik by Wendy Munrop
20 T=0:DIM CHEAT%(1024)
30 FOR X=0 TO 145
40 READ
B$:B=VAL("&H"+B$):CHEAT%(X)=B:T=T+B
50 NEXT X
60 IF T<>01880081 THEN PRINT
"ERROR":STOP
70 C=VARPTR(CHEAT%(0)):CALL C
80 DATA
6100,00BE,0000,03F3,0000,0000,0000,0001
90 DATA
0000,0000,0000,0000,0000,0026,0000,03E9
100 DATA
0000,0026,2C78,0004,43FA,0086,7000,4EAE
110 DATA
FDD8,2C40,4EAE,FFC4,7629,7ED0,6136,4EAE
120 DATA
FFCA,7601,7ED6,612C,41FA,0036,2208,4EAE
130 DATA
FF6A,E588,2640,206B,0006,D1FC,0000,99C0
140 DATA
30BC,4E71,317C,4E71,61E2,7002,41FA,0017
150 DATA
4EEB,0004,41FA,0011,2200,2408,4EF6,7000
160 DATA
6D61,696E,0032,0A49,6E73,6572,7420,5072
170 DATA
6568,6973,746F,7269,6B20,6469,736B,2061
180 DATA
6E64,2070,7265,7373,2052,4554,5552,4E00
190 DATA
646F,732E,6C69,6272,6172,7900,0000,03F2
200 DATA
48E7,FFFE,43FA,004C,4280,2C78,0004,4EAE
210 DATA
FDD8,243C,0000,03EE,2C40,487A,0042,221F
220 DATA
4EAE,FFE2,2200,6718,487A,FFD6,261F,242F
230 DATA
003C,9682,2F00,4EAE,FFD0,221F,4EAE,FFDC
240 DATA
224E,2C78,0004,4EAE,FE62,4CDF,7FFF,588F
250 DATA
4E75,646F,732E,6C69,6272,6172,7900,4449
260 DATA
4E4F,005C
```



ARMALYTE

AMIGA

Wendy's second routine this month gives immortality to everything except the power-up pods in this Thalamus blaster. Just bung it in and run it with your disk in DF0 and it'll do the biz.

```
10 REM Armalyte by Wendy Munro
20 T=0:DIM CHEAT%(1024)
30 FOR X=0 TO 121
40 READ
B$:B=VAL("&H"+B$):CHEAT%(X)=B:T=T+B
50 NEXT X
60 IF T<>01202365 THEN PRINT
"ERROR":STOP
70 C=VARPTR(CHEAT%(0)):CALL C
80 DATA
4CFA,00C3,0010,2C78,0004,4EAE,FF3A,2840
90 DATA
6612,4E75,0000,0600,0001,0002,0000,0030
100 DATA
0000,0400,70FF,4EAE,FEB6,4BEC,0048,3AC7
110 DATA
429D,3AC0,5280,67DA,93C9,4EAE,FEDA,2AC0
120 DATA
2A8D,2B4D,0008,589D,4295,4BEC,0008,7A05
130 DATA
1A85,41ED,0038,5C8D,2AC8,3A86,41FA,0084
140 DATA
9080,9281,224C,4EAE,FE44,4A80,66A4,224C
150 DATA
D8FC,0100,337C,0002,001C,41E9,0024,9BCD
160 DATA
48D0,3080,3346,0012,4EAE,FE38,297C,4EF8
170 DATA
0200,0064,41F8,0200,43FA,000E,701C,30D9
180 DATA
51C8,FFFC,4EEC,000C,4EAE,0004,46FC,2700
190 DATA
4FF9,0001,FDE8,4EB9,0002,5610,4EB9,0001
200 DATA
FDF4,33FC,4EF9,0002,013C,487A,000E,23DF
210 DATA
0002,013E,4EF9,0002,0000,50F8,444B,4EF8
220 DATA
0400,7472,6163,6B64,6973,6B2E,6465,7669
230 DATA
6365,0000
```

Maybe next month I'll have managed to stay away from my nice warm bed long enough to hack a game or two myself. Highly unlikely, I know, but always possible. Course, you could always save me the trouble by sending your own hacks to me, Jon North, at IYHL, ZERO, 14 Rathbone Place, London W1P 1DE, but that would mean I'd have to open them. (*You lazy git. Ed.*) Anyway, see you next mumf...

GUTLESS GULLY

Rich Pelley claims to have compiled this month's Gutless Gully whilst 'holed up' in the lavatory on urgent business. No wonder the following bunch of tips took so long to come in, then – it takes him such a long time to clamber out of his skin-tight rubber catsuit and leather Y-fronts.

TERMINATOR 2

Commence play and simultaneously press down every other key on each row of the keyboard, starting with the 1, W, A and X and ending with 0, P, L, N respectively, and (at the same time) press the HELP key five times. This won't actually achieve anything, but your friends'll have a great laugh watching you trying to do it. So instead, pause the game, press the F1 to F2 keys in succession, press fire and then ESCAPE to skip levels.

BEAST BUSTERS

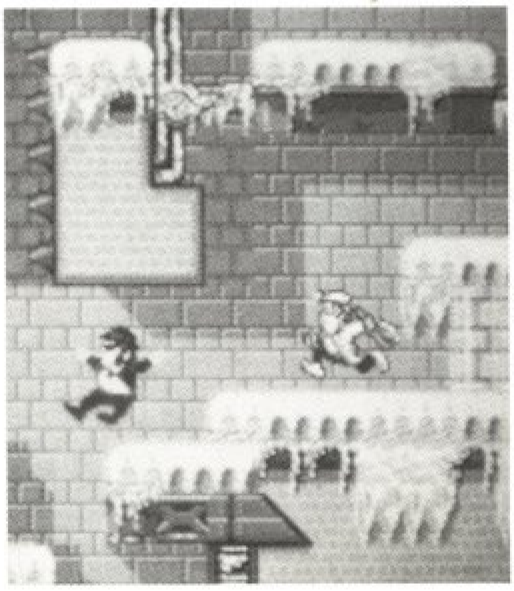
A hearty round of applause and a bucket of shandy is due to **Paul Galbraith** for sending in this highly effective cheat for Activision's acute *Oppo Wolf* clone. Anytime you like, pause the game (by pressing the Pause key) and, as you'll still be able to move the crosshair around, you can kill everybody. (Clap, clap, clap... burp.)

HUDSON HAWK

"Crap film, great game" just about sums up our opinions on *Hudson Hawk*, which seems excuse enough in itself to print a cheat. ST people should pause the game and type SANITY CLAWS IS COMING TO TOWN, but with no spaces. Um... so type SANITYCLAWSISCOMINGTOTOWN then. Amiga owners, on the other hand, should find typing SCIENCEFICTION (no space, no return) on the title screen slightly more appropriate behaviour.

LAST NINJA 3

Gently moisten the underside of a wild hedgehog with warm milk. Turn it upside-down and shave its left leg. The 'hog' should now be placed on the keyboard and the cheat mode will be accessed. 'Thanks' to George Woodley and (gulp) Ludwig Ledbury for that one – although personally I had trouble getting it to work. (*What is this crap? Get on with the real cheats or get the sack. Ed.*)



THE BLUES BROTHERS

And hello there if you've just joined us from a few pages back at the part that reads "see Gutless Gully (if you want a cheat for *The Blues Brothers*)". On the character selection screen, type in HOULQ. Then think of a number between 1 and 10, square it, add 47, divide by 3 and subtract the number you first thought of. Then press a number between one and six (to choose your starting level) and top it off with a tap on the Space Bar.

NEBULUS 2

Next up is a cheat for a game that's so dangerously cute that I'd advise suitable precautions. Rubber gloves, safety specs and a clip-on sick-bag should be worn before using these cheats. Firstly (safety specs down), here are some codes. ICEHOUSE (tower 5 – the 'fun' tower); LANDANDLOVE (tower 9 – the 'alien' tower); and GREENTREES (tower 13 – the 'winter' tower). If you're having trouble collecting enough weapons, stand well back and, at arm's length, enter HOUSEBLUES on the 'up' towers, and BLUEHOUSE on the 'down' towers.

SWITCHBLADE 2

Paul 'I've Just Had A Tip For *Beast Busters* Printed In This Issue' Galbraith is here (again) with a cheat for *Switchblade 2*. On the title screen, type in LEVEL, followed by the number of the desired starting level. Typing CHROME on the title screen should also bring up a secret sub-game.

FINAL FIGHT

Straight to the point on this one. Boot up the game, wait for the title screen to appear and brace yourself until the picture of the bloke watching telly materialises. After it reads "not so fussed, turn on TV" at the bottom of the screen, in the slight delay that follows, press the HELP key.

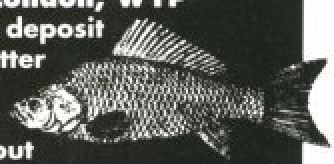
THUNDER JAWS

And finally, rather simply, slightly rippled with a flat undersidely (and not really being able to think of anything else to say about it-ingly), press the left mouse button any time (after you've loaded the game) for infinite lives.

KIDNAP KORNER



RIGHT, LISTEN CAREFULLY! Last weekend I went round to my Gran's house for tea and (when no one was looking) kidnapped her goldfish which, as a last resort, I am planning to hold hostage unless you send some tips. Place the ransom (at least two top tips... oh, alright then, one will do) in an envelope marked Rich Pelley, ZERO, 14 Rathbone Place, London, W1P 1DE. Add a stamp and deposit said envelope in that letter box around the corner. Bring no-one with you and inform nobody about this, or the goldfish gets it.




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JUDGMENT DAY
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WRES
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YOU ARE T-800
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LARGEST ARMS IN
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AND HULKAMANIA
Hello fellow humans!
Bartholomew J. Simpson here, with a very important secret:
SPACE MUTANTS ARE INVADING SPRINGFIELD
That's right man! A buncha slimy, horrible, totally gross and putrid monsters are taking over the bodies of the people who live here and they wanna build a weapon that's gonna take over the entire planet!
Anyway, yours truly is the only one who can see 'em! I've gotta spray-paint things, get radical on my skateboard, use my trusty slingshot, and in general behave like a nuisance, man.
So if your decent person a patriot, and somebody who cares about this sorry planet, you'll do the right thing.
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DÉJÀ VU

Extra! Extra! Read all abart it! Read all abart the games you've already read abart when they came out on another format! Extra! Extra! Read all abart it!

COVERT ACTION

Microprose/£Tba/ Early 1992

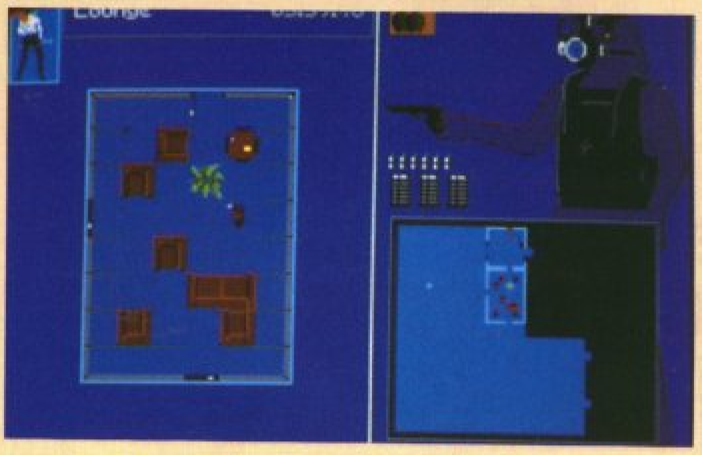
Toby: MicroProse has certainly taken its time with this one. Paul reviewed it on the PC about a year ago and used up all the best spy jokes, so this'll just have to be a quip-free zone. (*No change there, then. Ed.*)

You're the CIA's finest agent and it's your job to prevent an imminent global crisis. However, the CIA aren't exactly sure what the crisis is yet, so you've not only got to stop it, you've got to find out what to stop. You choose what to do from a menu system which leads into one of four subgames: car chases, bugging phones, decoding messages or breaking into places. Psychotics will be disappointed to know that blowing things up takes a back seat here – the idea is to gather evidence and make arrests using strategy, not hot lead, and the combat section's more like *Laser Squad* than *Commando*.

The graphics are good and the music's horribly catchy, but it's the sheer scope of the game that impressed me most. With so many different missions and so much stuff to do in each, you'll be playing this one until Timothy Dalton finally realises that he's actually quite crap and stops making those dreadful *Bond* films.



Cunning disguise number one: the old bedsheet.



Cunning disguise number two: the rubber wetsuit.

GRAPHICS	ADDICTIVENESS	SOUND	EXECUTION	OVERALL
79	86	80	84	85

LORD OF THE RINGS

Electronic Arts/£25.99/ Out Now

Toby: Being a bit of a philistine, I've never read *Lord Of The Rings* (largely due to the fact that I've read *The Hobbit*). But I'm never one to condemn a game before I play it (*Oh yes you are. Ed.*) so I approached this with a completely open mind.

Well, it certainly gets off to a good start. The intro graphics ain't too hot, but there's some really atmospheric music which plays throughout. It would seem that the music chappies spent so much time on the tune, they forgot to do any sound effects. Sorry guys, but this is just not acceptable in an Amiga game.

The game itself is okay – it's a role-



C'mon, you lot – hobbit!

player (as you might expect from Interplay) with jerky scrolling and frankly rather feeble animation (as you might also expect from Int... naahhh, better not). If you can be bothered to read the 87 pages of instructions (unlike me), you might actually progress somewhere in the game (unlike me).

If you enjoyed the books – bear in mind that this game only covers Chapter 1 – you'll probably enjoy this. I didn't really like either very much.

GRAPHICS	ADDICTIVENESS	SOUND	EXECUTION	OVERALL
73	59	60	65	74

MIG-29M SUPERFULCRUM

Domark/£39.99/Out Now

Toby: Quite why Domark should want to base a game on an aircraft which is constantly made out to be inferior to the likes of the F-14 is a mystery. However, that's what they did some time ago in the form of *MiG-29 Fulcrum*, and this is the sequel *MiG-29M SuperFulcrum*. So just how super is it? Well... not very.

The game features only limited



missions and is extremely unfriendly – one minute you're flying along, the next the screen goes dark and a lengthy disk-access later you realise you've crashed (of course, it could just be that I'm crap, but how likely is that, eh?) The graphics update is jerky and the sprites are at best functional. The choice of death-dealing devices is also somewhat lacking when compared to the likes of the rather wonderful *Falcon* or *Interceptor*.

Having said that, it does have some nice touches – the plane handles well and the game supports analogue joystick on all machines, which is a rare attribute for a flight sim to possess. However, these cannot make amends for a game for which the word 'limited' really is appropriate.

GRAPHICS	ADDICTIVENESS	SOUND	EXECUTION	OVERALL
69	61	64	65	69

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Now many more external Ram Expansions will work with all Action Replay III commands.

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With the new "Diskcoder" option you can now 'tag' your disks with a unique code that will p disk from being loaded by anyone else. "Tagged" disks will only reload when you enter the code useful for security.

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allows you to Load/Save/Edit a Keymap.

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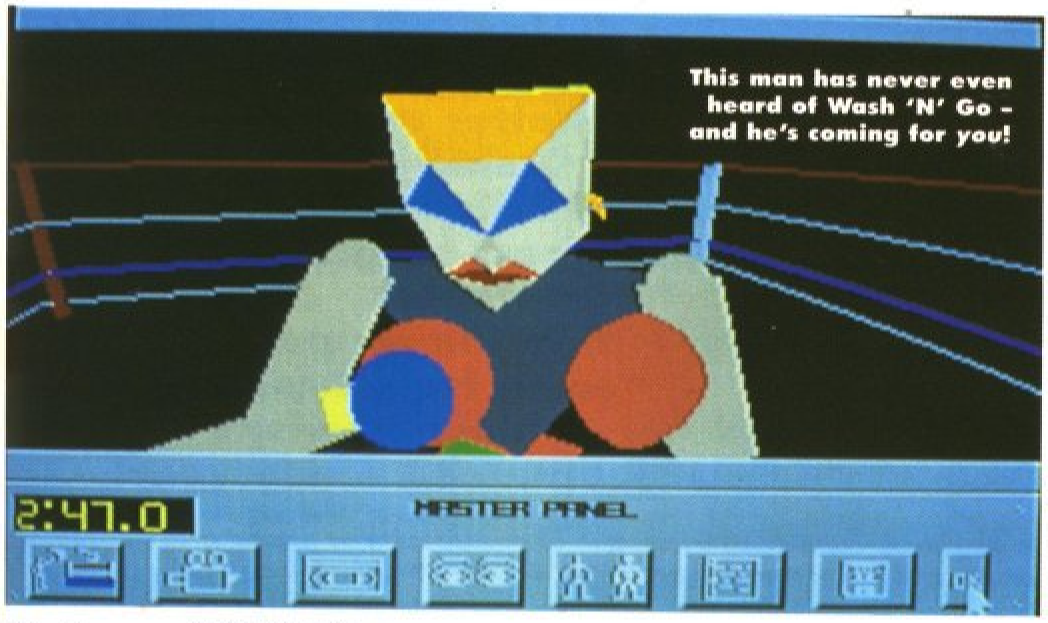
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A/F AAR IIIa

4D SPORTS BOXING



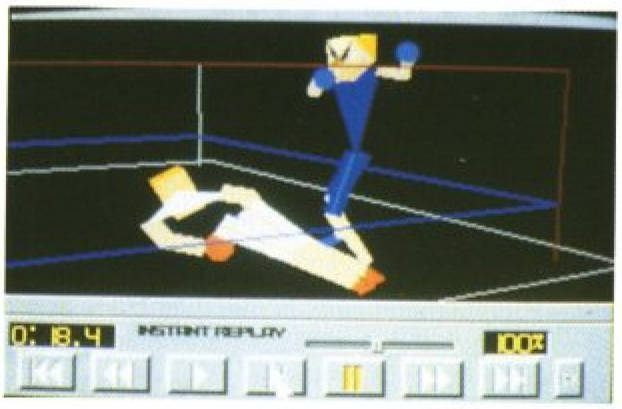


This man has never even heard of Wash 'N' Go – and he's coming for you!

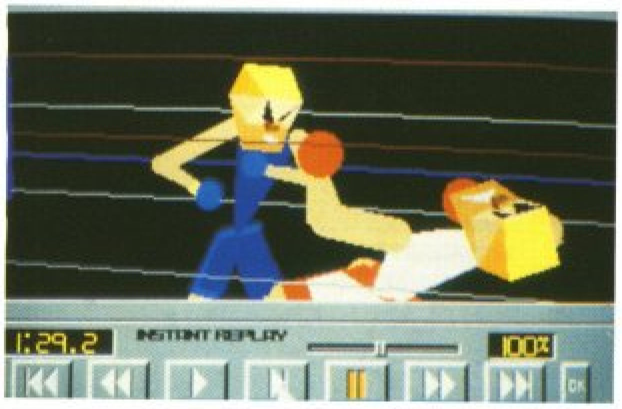
Mindscape/£25.99/Out now

Boxing – the gentlemanly art of hitting somebody in the teeth as hard as you can with a pound and a half of wadding on your fists – has often been attempted as a computer game, rarely with any degree of success. *4D Sports Boxing* is the exception to the rule – a fabbo smash on the PC, it won a ZERO Hero. And now it's out on the Amiga. Hurrah!

"So tell us of this wondrous game, oh aged, palsied one," you cry in unison, your squeaky voices ringing out irritatingly. Right then. Create and name your own boxers – RG Bargee or Mary 'Tyler' Moore, for example – decide their height and weight category, pick a suitable head and a fetching outfit to box in and away you go in your quest for the number one slot. Train your boxer after each fight, build up strengths as you see fit and wipe the floor with sundry opponents (or, if you're crap, be the wipee).



RG Bargee before our revolutionary glove treatment spray – understrength, totally outclassed and flat on his back...



But after just one quick spray of our revolutionary new glove treatment, *Teeth Be Gone*, he's transformed – a devastating punch, fine reflexes and a larger, firmer bust. (*Eh? Ed.*)

Patrick: Naming sports is a strange thing, when you think about it – why call a sport in which two people punch each other 'boxing'? Why not 'punching', or 'splat-u-like'? What's it got to do with boxes? I'll tell you: it comes from the old Saxon word 'boks', literally meaning 'to smash a foe in the gob with your cloak wrapped round your fist'. Now you know why this game isn't a supermarket shelf-packing sim.

If I had to sum up *4D Sports Boxing* in a sentence, I'd say it's a cracker. (*That's not much of a sentence. Ed.*) That's all you need to know, basically – the impatient ones among you can dash down the shops and buy it now.

The game runs slower than its PC equivalent, and the boxers don't have the same facial details (that oh-so pleasing 'don't hit me' look just before you knock them out, for example). If nothing else, this shows that the PC is the better machine for chucking about large amounts of polygons. However, this in no way detracts from the gameplay on the Amiga.

The polygon figures of the boxers are smoothly, nay, artfully animated. You also have the facility to set up cameras anywhere around the ring (or use the more than adequate ones provided), so you can play back your knockouts and other favourite moments to your heart's content. There's a nicely manageable rise in the ability of your opponents – early on, you can afford to stand toe-to-toe and slog it out, but later on it's essential to use boxing skills. Boxing skills include moving out of the way of punches and, er... phew... hang on a bit... nope, that's about it, really.

After each fight, along with the announcements and fight statistics, a newspaper headline and photograph record your winning KO punch – a minor thing, but a nice touch. Contest 40 or so fights and you'll find your boxer has aged and must retire. One thing that I always thought would have been nice was a fuller record of your boxer once (s)he had retired, rather than simply showing the winnings. *(Adopts irritating cockney accent.)* Still, massn't grahmble.

All in all then, *4D Sports Boxing* is a great game that takes out its competition on the Amiga inside the first round, and any would-be boxing heros will love it (assuming they still have any hand/eye co-ordination). Buy it. Who knows, maybe we'll even see the return of the infamous *Smack In The Marth* compo. (*No, thank you very much. Ed.*)

GRAPHICS	88	ADDICTIVENESS	92
SOUND	87	EXECUTION	90
OVERALL	92		

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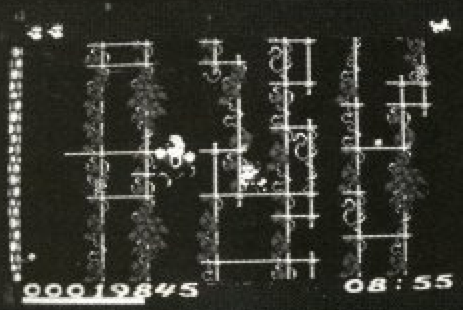
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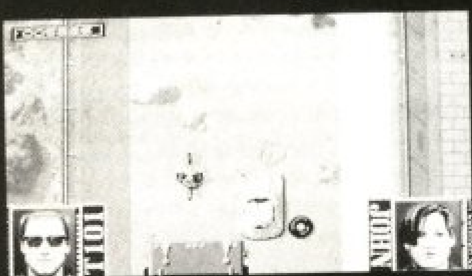
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CHOCKS AWAY!



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Scramble! Scramble! Calling all armchair air aces. Are you tired of sitting in your bedroom wearing a leatherette deerstalker, frightening your Mum with shouts of "Bandits at four o'clock"? Bored with bumping into the furniture wearing your Aviator shades? Fed up with flashing your molars in a Tom Cruise grin? Well, fasten your seatbelts, because in less time than it takes to hum the entire *Dambusters March*, you too could become a fully-fledged pirate of the skyways, thanks to those ever-so-generous Electronic Arts people.

To celebrate the launch of their long-awaited *Birds Of Prey* game this month, they're giving away – yes, *giving* away – a radio-controlled Reflex 4ch plane PLUS ten 'goodie bags', absolutely chocka with games, T-shirts and other assorted fabbery to ZERO readers! All for the price of a phone call!

TOO GOOD TO BE TRUE!

Sounds too good to be true, doesn't it? But hang on – before you're cleared for take-off, there's one final item on the checklist. The ZERO team, with HARDLY ANY HELP AT ALL from ornithological impersonator Percy Edwards, have compiled a fiendishly difficult Bird Brain Of Britain Quiz to discover just how much you know about the contribution our feathered friends have made to the world of music, cinema and politics. The answers may surprise you!



BIRD BRAIN OF BRITAIN

1 Which 'bird' changed the course of world history from a very famous street? Was it:
A. Rita from *Coronation Street*?
B. Margaret Thatcher from Downing Street?
C. Big Bird from *Sesame Street*?

2 Which director, famous for cameo appearances in his own horror films, made the Hollywood epic, *The Birds*? Was it:
A. Jeremy Beadle?
B. Alfred Hitchcock?
C. Captain Birdseye?

3 Name the famous 'songbird' who reached the top of the UK pop charts for the first time earlier this year and has a very silly first name? Could it have been:
A. Freddy 'Parrot-Face' Davies?
B. Chesney Hawk(es)?
C. Nana Mouskouri?

4 Which of the following is commonly recognised as the smallest British bird?
A. The wren
B. Ed The Duck
C. Jeanette Crankie – fandabbidozee!

Not all that difficult, were they? Now all that remains is to put a call through to the ZERO Competition Control Tower on **(0898) 299 250**. Wait for the tone and then state the numbers of each question, followed by the letter of your answer, ie: 1B, 2A etc...

RULES
1. Any employees of Dennis Publishing or Electronic Arts caught entering this competition will find themselves facing a different kind of 'bird'.
2. Entries phoned through after December 31st 1991 will only receive the giblets from the ZERO Xmas turkey and a sheet of quick, yet interesting, recipes.

REMEMBER, BIRDWATCHERS
1. Get the bill-payer's permission to use the phone. Calls to the compo line cost 34p cheap rate and 45p at all other times.
2. Dial the correct number and give your name, address and computer format.
3. Leave the bird noises to Percy, please.

CALL 0898 299 250 NOW!

Yet again, Santa Mike's posing pouch is bulging with all the readers' letters he shoved down it in an attempt to impress the 'birds' at the ZERO Christmas party. As it turned out, the only bird he impressed was the turkey, and that was stuffed. But not by him... (*Okay, let's get on with the letters, shall we? Ed.*)



FLOUNDER

Edward Burcher's in trouble, but not because he lives in Harrogate, which I reckon is a pretty ace place, having spent a few days there last summer. No, Edward's in trouble in the Maggie Scrolls game, *Fish!* He's asked me seven question on the final Hydropolis part of it. As some of these have sub-questions, I reckon the easiest thing to do is to go into 'solution special overdrive' mode, and tell the world (and Edward) how to solve this aquatic adventure. I assume you can get through the three warps, which anyone with half a sardine's brain could manage. So from there, with a bit of help from **John Barnsley**...

Go through large warp. You arrive in Roach's apartment. One move after your arrival, the wall behind your fishton glows. It's the principal's secretary to confirm that the principal is expecting you at 10 o'clock. Examine watch – it shows the time as 9.02, and you will find out by playing that you must save Hydropolis before 4 o'clock.

Examine fishton – it's a glorified sofa. Look behind fishton – you'll find a travel pass. Get it. Examine shelf – there's a fishofax on it. It contains a fisa card (use to buy things) and a tatty card (you need it for identification to get into the lab). Examine switch – Roach rewired it to control the lights in the rest of the apartments in the building instead of his own! It's currently on.

When you go to leave, you find the door is a sliding design operated by a silver handprint next to it. Put hand on print to open the door. On the landing there are two prints. The silver one operates your door, the gold one operates the room opposite which belongs to Chubb. Don't close your door, as you want to be burgled. Go to Paddlington, and to the underground – you show your pass as you go through. Wait, if necessary, till the train arrives. Then get onto the train.

There are eight stations on the underground. You can leave at Eelport, Opah University, Pickerel, Bettersea, Museum and Paddlington, but not at Barbellican or Angel. Leave the underground at Pickerel and go to the clothing shop. Buy tie and glasses with fisa. Go to music shop, Buy plugs with fisa. Go to secondhand shop. You see a radio case there, but when you try to buy it you're told that Ernest Chubb has already bought it and it will be delivered to him later in the day. Also in the shop is the fishton from your apartment! Buy fishton with fisa. Steve, the owner, says he will get Rod to deliver it to your apartment.

Go to hardware shop. Examine hyperdriver – it's needed to remove lock screws. Buy hyperdriver, screwdriver and bag with fisa. Go to Opah university to the Principal's office by ten. She explains that a junior member of your staff was taken over by a parasite and sabotaged the project. You are the only one who can investigate. She is going to see the government and will be back tomorrow. Go to the library. Inside is a book and if you open it, it opens at random to a page showing an item you have previously seen in the game. If you Open book at last page or Open book at page 321, you see a picture of the glass box. Tear out page – you rip it out and are thrown out of the library, but you keep the page.

Go to end of corridor and Put tatty card in slot to enter your lab. Go to the store-room, where the wallchart shows a lot of items are out of stock (ie filter, photon bridge, focus wheel, tuned crystal, suitable case, shelf). The shelf is a red herring! Examine the protocopier. There's a slot in one side and a switch on the other. It's on and uses a lot of power. Put page in slot – the glass box materialises. Turn the protocopier off.

Go to the restaurant and Buy meal with fisa. The waiter says they're too busy, but he will sell you a takeaway sachet of plankton. Buy sachet with fisa. If you try to go north from the foyer, a student says you need an ID card. Dr Salmon has it and he's probably getting drunk in town. Go to the pub and examine the drunk – it's Salmon.

Buy mask with fisa. Steve hands you a mask. Don't use it yourself, give it to the drunk. He inhales, thanks you and says he'd give you a token of his gratitude, but he's destitute. Ask Salmon for card – he gives it to you. Buy mask with fisa and give it to someone else. Do it again and Steve asks if you'd like to buy a cylinder. Buy cylinder with fisa – a drunk with his left arm in a sling lurches into you and knocks it over. He says he'll get you another one and takes that one. Playfair shouts that it's one of the Fins as he runs off, and the cylinder must be important. They have a fix on him – you must follow him. They will open a warp in Dr Roach's apartment.

Go to Paddlington. The fishton has been delivered to your flat and the radio case is on the landing, having been delivered for Chubb. Get it and go into the apartment – there's now a dark warp there. Drop everything and Go Through warp. Panchax says it's a place where the Fins have twisted the dimensions into a labyrinth. The cylinder is in a place where the only exit is up, and if you get into a room with no exits, you're stuck 'till they get you out – which may well be too late for Hydropolis.

To find the cylinder, think of the puzzle as a Rubik's Cube. Get rid of the corners first and then the sides. You start in a room with random exits. There is really only one room (as you can test by dropping something) but the exits change each time. Every other location has an up exit. What you must do is move – removing exits as you do so – until your last move removes the final exit, and that move must be one that adds an up. Therefore, if you were in a room with exits N, W and NW, moving NW would remove N, NW and W and add an

UP, so the final room would be the one with the cylinder in it. If the room had been N, NW, W and UP, NW would have left a room with no exit as the up is removed anyway. The easiest way I found is to start by removing all 'double' exits (eg NW, NE). Then remove 'single' ones (eg N, S). If you find yourself in the position of, for example, N, NE, E, then move NE. But if it is N, NE, E, UP, move any way except NE, as that would remove the last exit.

This works every time, but there is probably an easier way! Eg: N, E, S, SW, NW. Move NW to give E, S, SW, W, U. Move SW to give E. Move E to give N, NE, SE, S, U. Move NE to give E, SE, S. Move SE to give UP and the cylinder. At the last location, get the cylinder and go up. You end up in the lounge. Before leaving, turn off the switch. Go to the university and Put new card in slot. Go in, drop everything except the new card, bag and tower. The trapdoor is above the usual level of the water and too high for you to get through. Open cylinder – the bag fills with gas and you float through the trapdoor. You can see the roof, a photon bridge and some railings. Drop bag, so you don't float off. Get bridge.

it. Remove screw with screwdriver – you take the filter. Go back to Opah and use the new card to enter the research wing. Examine the tuna – it is used to adjust the receiving frequency of a given crystal. It is open. Put crystal in tuna, Close tuna – there's a ringing sound which dies away after about 20 seconds. It asks for your name, Roach, and password – this is in the fishofax, written backwards as EM, so use 'me'. By using the command Project, and then Store, you are told that you need a stream regulator, as the old one was stolen. This is made up of a filter, photon bridge, focus wheel, tuned crystal (there is an untuned one in the museum but they won't let us have it) and a case. From Read and Equipment, you are told the stream regulator = ((a + c) + (b + d)) + e. If you Read note, it's from the principal saying that people are wasting their time playing games.

From Games you learn that Bertie Bream plays a lot of games (as the principal tells you or Bertie Bream to stop playing games and go back to work). There is also a game called *Shutdown*, which can only be accessed by Bream, so it looks as though he is the saboteur.

Bertie. You can now go north. You are protected by the glasses and plugs, but he passes out. You see something leave his body. He says he's done something to the project, needs a shower and rushes off. Go back to device and Remove lok screw with hyperdriver – before you can remove it, Bertie bangs on the door and says to stop. It's booby-trapped, linked to the computer game *Shutdown*. You must stop the program counting down. He thinks that his password is 'Gravel'.

Go and Log Onto the computer again, this time as 'Bream', using the password 'Gravel'. Go to Games and select *Shutdown*. It gives a random word (eg UACCX) and says you have so many minutes to change it to 'WATER'. The number of minutes is the amount of time left to 4pm. You must alter one cell at a time. If you add one to cell 1, that is all that happens, but adding one to cell 2 adds two to cells 1 and 3. Similarly, adding one to cell 3 adds three to cells 2 and 4 and adding one to cell 5 adds four to cells 4 and 1.

The easy way is to start from cell 5 and, working backwards to 1, change the word to WASCO. That

RING IN FISH!

Climb railings – you land back by the statue. If you take too long, your gills dry out. If you just jump, you die by falling into shallow water. Go to museum. Go to alarm room. If you go north, you trigger an alarm – do it twice and you get killed. Open sachet – it disperses in the water and you can see the beams. North. You are now in the crystal room. Get crystal and go back south. Go to Battersea. You must first go north and go on the tour. Examine the gauge – it shows the output of the station, and on the tour you learned that Battersea is only a secondary power station used during peak periods and to power the underground. The door will only open when the turbines stop (ie when the power isn't being used). The switch controls the power output of the station and is switched on.

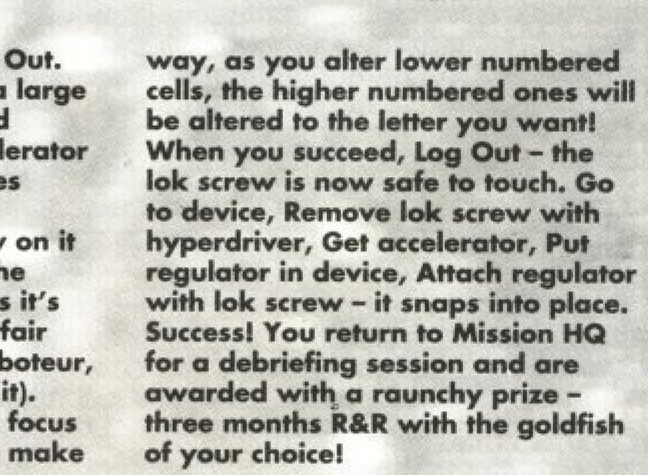
By now you must have turned off the photocopier and the switch in your apartment. You only have a certain number of moves once the doors open, as a guard will come and put the switch on again. Pull switch – the door opens. Go into the grille and Examine it to see a filter. Examine the filter to see a screw on

When you have finished, Log Out.

Go to device. It looks like a large tank filled with multi-coloured gravel. There's a stream accelerator in it which accelerates particles gathered by the main project machine. There's a lock screw on it (if you try to remove it with the hyperdriver, it will explode as it's been booby-trapped. Sir Playfair says you must identify the saboteur, as he'd know how to disarm it). Join wheel to filter to make a focus filter. Join crystal to bridge to make a crystal bridge. Join filter to bridge – you make the only crystal filter in Fishworld. Put filter in case – they fuse to make a stream regulator. Get regulator. (If necessary, drop it and get it to pick up the points!)

Go back to the pub and Ask Bream to go to disco. He says he'll meet you there at 3.30pm and leaves. Go to disco and wait till 3.30pm, when he arrives. Wear the glasses and ear plugs, so the lights and noise don't affect you. If you go north, Bream says he can't go in as he hasn't got a tie. Give tie to

way, as you alter lower numbered cells, the higher numbered ones will be altered to the letter you want! When you succeed, Log Out – the lok screw is now safe to touch. Go to device, Remove lok screw with hyperdriver, Get accelerator, Put regulator in device, Attach regulator with lok screw – it snaps into place. Success! You return to Mission HQ for a debriefing session and are awarded with a raunchy prize – three months R&R with the goldfish of your choice!



On the *Fish!* underground, they pack you in like sardines (literally).

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HITCHING AROUND

Henry Coles of **Oxenhope** near Keighley says he enjoyed *Hitchhiker's Guide To The Galaxy* very much, but thought it was a bit short. Mind you, as it was his first game, it was hard for him to be sure. Could I suggest some other games for this inexperienced adventurer?

It is difficult to know whether a game you try is easy, hard, long or short when you've nothing to compare it with. And every game is different for everybody anyway, even when you're a seasoned adventurer. In fact, I'd say that *Hitchhiker* doesn't seem as long as many adventures because a lot of the disk space is taken up with lengthy and funny responses to zillions of inputs. There are also fancy things like being able to consult the guide and stuff like that. So, in terms of the number of problems it sets, it *is* relatively short.

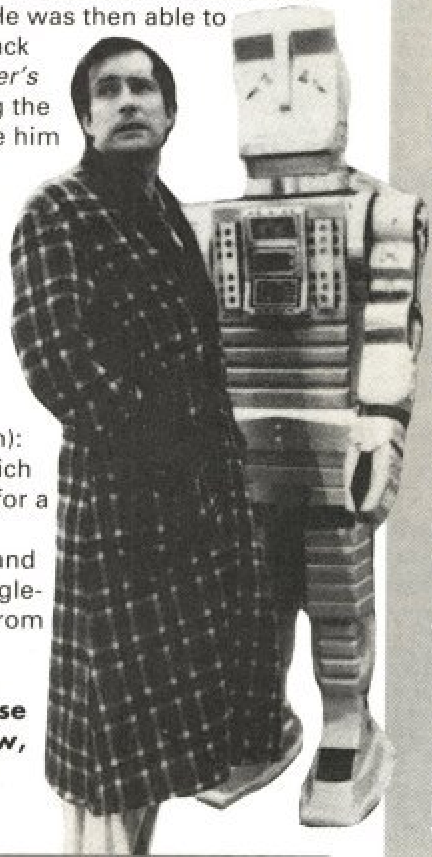
I would suggest that you try some of the other re-released Infocom games from Mastertronic, as they are all excellent quality and very different. They're also cheap! Why not go for *Zork I*? Then, if you get hooked on it, you can move on to *Zork II* and *Zork III* – and you won't complain about *them* being too short!

Because it was one of the first adventure games ever written, it should therefore logically be suitable for a beginner – as everyone who first played it was a beginner then. The Magnetic Scrolls games are mainly for the more experienced player, as they have a lot of in-jokes about adventure games, but they're still good – something to move onto later on.

Still on the subject of *Hitchhiker's Guide*, **Mark Howlett** of **Harlow** has been poking around in his Mastertronic version. Using an ST utility program called *DL II*, which is a file un-deleter, he checked out his master disk and discovered three saved games! The three files Mark found were called @AIS.SAV, @ATCH.SAV and @OLD.SAV.

When the Atari's operating system deletes a file on disk, it doesn't actually wipe the data, it merely changes the first letter of the file-name into the @ character so that it can no longer be read. But the data stays on the disk till it's either reformatted or written over when the space is eventually needed for something else.

Mark copied his disk and used *DL II* to undelete the files, changing their names to DAIS. SAV, HATCH. SAV and HOLD.SAV. He was then able to load these back into *Hitchhiker's* when playing the game, to give him three very useful saved positions. Nice one, Mark! Just for that, I'll mention the adventure game you've written (again): *Evilution*, which costs £13.95 for a double-sided disk version and £14.95 on single-sided disks, from **Nigma Adventures, 10 Greygoose Park, Harlow, Essex CM19 4JH.**



WHO DO VOODOO?

Mr **Bernascone** has been examining his piles, he tells me. His piles of unsolved adventures, that is. Among them is *Voodoo Nightmare*. "I completed the first temple and all the other jobs, like reuniting the lion cub with his mother and saving the native. But I can't get any further. I can get to two other temples, but in one I'm stuck behind some elephant tusks and in the other it's pitch black. What am I doing wrong?" All suggestions gratefully received by **Mr A C Bernascone, 'Chavez', Berberis Court, Shoreham-by-Sea, Sussex BN4 6JA.**



GREEN MEANS GO

Anyone stuck in a Sierra game is invited to write for help to kindly *Ken Green, 65 Meadow Lane, Moulton, Northwich, Cheshire CW9 8QQ.* And, er... that's it, really.

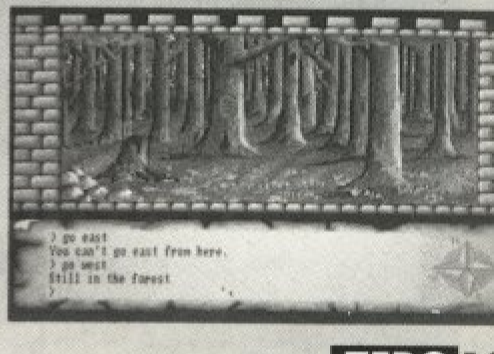
A DAMSON UNDISTRESSED

Readers with long memories will recall the autumnal plea for help on an Amiga adventure, *Dungeon Quest*, from that damson in distress **Helen Moore of Noo Zealand.** Kind-hearted **Iain Ridout of Fulwood** near Preston took pity on this muddled maiden and sent in the solution. He says it's the only adventure he's managed to finish in the year he's had his Amiga, so he was surprised to hear someone was stuck on it. So, for the benefit of Helen (and Gareth 'Gareth' Lewis of Horsham), here's Iain's solution:

East – South – East – Search – Take key – Use key – Enter – Search – Take coin – Exit – West – West – West – Enter – Look – Look – Look – Take rock – East – South – Throw rock at lever – South – South – West – Take shield – Take flint – East – South – South – East – Take rose – Search – Take codewheel – West – South – South – Search – Take torch North – West – Search throne – Take sack – East – North – North – North – East – Take sword – East – Light torch – South – Down – West – North – West – West – Use sack – West – South – Jump – Use sword – East – Search – Look person – Look nerd – Look nerd – Look – Go over

Notes: (1) While crossing the river, it's possible to type anything and still progress. (2) Sometimes the rock does not hit the lever. In this case, go back to the river and get another rock. Keep trying, it will work eventually. STOP





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MAY WE WISH EVERYONE A VERY MERRY XMAS!!

Where's Black Shape? Where's Joysticks In Unusual Places? Where's Claims To Fame? Where's the poxy ZERO ST? They're not here, as you've probably noticed. Yup, Yikes! is a bit different again. Last month it was filled with a giant advert for Mad Dog's School Of Motoring, and this month it's filled with something else. Dave Excellent, to be precise. The reason for this is simple – you haven't been sending in enough letters or photos. There's really no excuse, you know. You've obviously become confused. Clots! To get you back in the mood again, here are some tips on exactly what's required...

CLAIMS TO FAME

We want photos of you standing next to famous people. You know, *stars*. People like Jonathan Ross, Betty Boo and Richard Madely. In fact, you don't just have to be standing next to them – you can be in bed with them or anything. If you haven't got any pictures of yourself with a star, the solution is easy – get down to your nearest TV production company and hang around outside with a camera. A free piece of software awaits you if your entry is good enough.

JOYSTICKS IN UNUSUAL PLACES

Again, a photo is required. This time of your joystick – in an unusual place. If it's a particularly dangerous place, you'll get 'danger money' (in the form of software). Oh, and we haven't had a joystick being arrested by the police yet...

BLACK SHAPE

Black Shape's raison d'être is to answer letters. He thrives on his correspondence, but as he's hardly had any for the last month he's dying. He's shrivelling up. He'll be an ex-shape in no time at all if you don't pull your fingers out. Poor old Shapey.

OTHER THINGS

You can send anything to Yikes! – you know that by now, surely. Anything that tickles your fancy may well tickle ours and end up in print. Think about it this way – the worst thing that can happen is that you'll lose the price of a stamp and will have to try again. The best thing that can happen is that you'll be famous(ish) and will win our bumper one trillion pound monthly payout*. What are you waiting for?

*** Believe that and you'll believe anything.**

Got any funny stuff? A prize and instant fame await if we use your bits. Just send 'em to: Yikes! ZERO, Dennis Publishing, 14 Rathbone Place, London W1P 1DE. NOW!

DAVE EXCELLENT TV MO

Hi, Dave Excellent here. Excellent by name and (as you should know, unless you're a new reader) excellent by nature. It's true – I'm totally brilliant. Now, unless you've been living in a rather unexcellent cave for the past few months, you'll have noticed that certain TV franchises have been up for grabs. Well, guess who grabbed one? Yes – me, of course. I put in an excellent bid for Anglia TV and nobody could match it. Not that I was expecting them to, of course. Anyway, I now own Anglia TV, and I've still got enough money left in the bank to carry out my excellent schemes...

MY EXCELLENT THREE-POINT BUSINESS PLAN

With Dave Excellent at the helm, Anglia is finally going to haul anchor, lose some dead weight and sail into the big league. I've got until January 1993 to turn a crap company into an excellent company, so it's lucky old Dave Excellent isn't afraid to make a few changes...

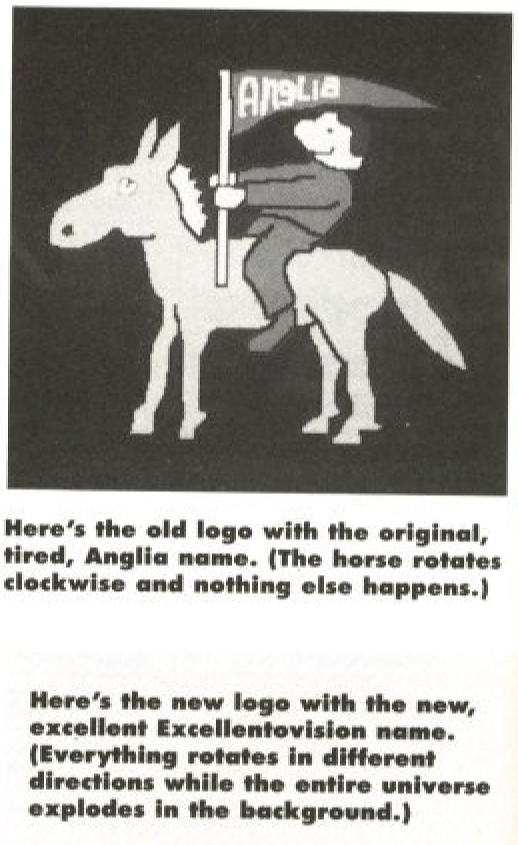
1. The name's going to go. It's been called Anglia for long enough, and this title is *not* synonymous with brilliance. When I eventually start selling my excellent programmes to the other ITV companies, I don't want my press releases to have an Anglia logo at the top. It would be the kiss of death. First impressions count, as they say – I want mine to be excellent, not laughable.

2. A successful company is a predatory company is a lean company – that's the Dave Excellent pointer to excellent business. So I'm going to start by sacking everybody. Why waste my excellent time sorting the wheat from the chaff when I can get rid of the lot and start from scratch? I'll push the redundancy claims through the courts for a couple of years and be excellently in profit by paying-up time.

3. All my new management will have excellent company cars. Not only is this good bait in the hiring stages, but it's also good for morale once they're driving around, doing my dirty work. (Not that Dave Excellent minds getting his hands soiled, you understand, but there are some things an excellent TV mogul like myself should *not* be seen doing). Unfortunately, excellent cars cost a lot of money. But this is showbiz, so 'contra deals' can be struck. I get an excellent fleet of V-12 coupés, while Jaguar get all their latest models featured heavily in my excellent dramas. Everybody's happy.

So that's my three-point business plan. Corporate Identity, New Blood and Flash Cars. Excellent, eh? But what about the corporate identity part?

What's the new Anglia to be called? Well, just take a look at the brand new excellent logo for yourself...



Here's the old logo with the original, tired, Anglia name. (The horse rotates clockwise and nothing else happens.)



Here's the new logo with the new, excellent Excellentovision name. (Everything rotates in different directions while the entire universe explodes in the background.)



T
OGUL

MY THREE-POINT PROGRAMME RETHINK

Even with all this image, management and motor vehicular excellence, at the end of the day I have nothing unless my programmes appeal to the masses. I've given eight minutes of thought to this...

1 Quiz shows in this country aren't allowed to offer very impressive cash prizes. A contestant is lucky to walk away with more than £2000, which lowers the potentially excellent viewing figures. But there's a loophole which I will exploit brilliantly. I'm going to make my shows specifically for the American market – then I'll simply buy them back immediately. They'll be re-sold over here and networked as pure imports, but they'll be current and all the people involved will be English, Scottish, Irish or Welsh. (Although maybe not Welsh... I'm not sure if Welsh people are excellent enough for my quiz programmes.)



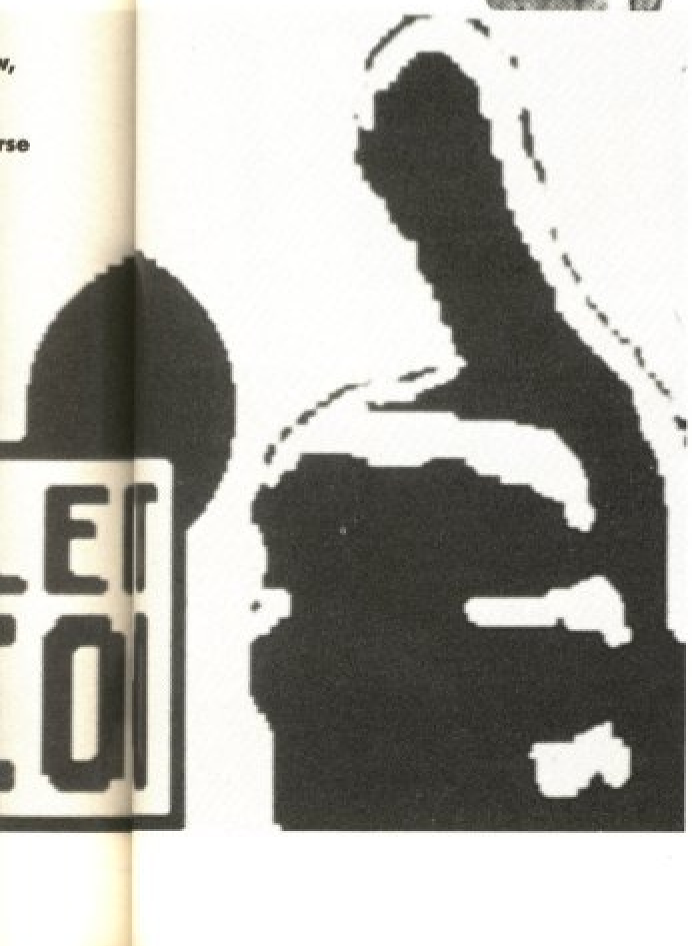
2 Being excellent, I intend not only to produce, but to also write, direct, compose the music, create the sound effects and design the sets for all in-house productions – be they documentary, current events, sport or drama. The content will be equally excellent in all cases (obviously). And I may very well turn my hand to some acting and lighting too. There's not much else to say really, apart from excellent. Very, very excellent.

3 The pre-shake-up Anglia was not renowned for excelling in sports coverage, but I know exactly where they went wrong.

The way Dave Excellent sees it, sports action is all about camera angles (and camera availability). If something exciting happens, you want to capture it. If a car crashes, you want at least eight camera angles of the event – with two or three running in superb slow motion (or 'Dave-o-Motion', as I have christened it).

My crack sports reporters will always be right in the thick of things. I'm spending 80% of my entire sports budget on camera equipment, so no-one need ever miss a thing again. Imagine snooker with 22 steadycam operators – each following an individual ball.

Football will never be the same either. Think about it – a ball swinging into the back of the net, viewed from Gary Lineker's (still moving) boot-cam. An entire football team – each member with a head-cam. I'm arranging this as you read – the footballers aren't very happy about it, but the money people are delirious. They think it's excellent. According to them, Excellentovision's profits will put Sky TV's in the shade.



THE EXCELLENTOVISION PRESS PACK

This is what I'll be sending to all the people who are going to be buying my excellent productions. It's an appetite whetter. It's a mock-up of the Tuesday pages of a 1993 *TV Times*. Not so much a wild claim, more of a totally accurate prediction – it tells the whole excellent story in graphic detail.

tv times

TUESDAY

MORNING/AFTERNOON/EVENING TUESDAY, 1993

TUESDAY, 1993

BBC 1

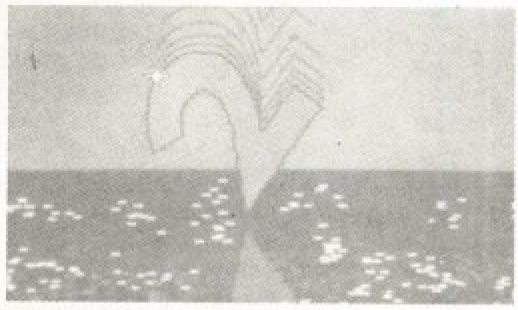


*Cancelled, because Dave Excellent's producing such amazing stuff for the other side, they just can't compete and have completely given up.

BBC 2

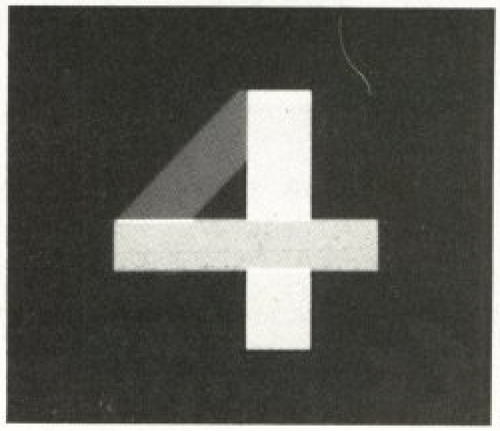
*Much the same story as with BBC1, except for...

1.15 to 2.05am
The Open University
SG999 – Killing Some Hamsters and Cutting Their Heads Open to See What's Inside Their Skulls.



Channel 4

*Excellentovision's buggered Channel 4 up a bit as well, but you *can* see Quentin and Roger (a tedious Derek Jarman film with loads of gay people in it) at 11 o'clock. Oh, and Countdown's on at 4.30 as usual. Not much else, though.



ITV

Don't go out – your excellent weekend has just begun! A day earlier than usual. And it's thanks mainly to Excellentovision...

6.00 to 9.25 TV-am
The all-new, revamped TV-AM – without Mike or Lorraine. The funny doctor bloke with the girl's name has gone too. As has Greavsie, Timmy Mallet and the Swedish bint. But unfortunately it's all still pretty crap, because it isn't an Excellentovision production.

9.25 I Never Said That, Surely?
An hilarious 'whacky quotes' quiz with absolutely amazing prizes on offer for the six extremely lucky contestants.
Today's Top Prize: FOUR TRILLION POUNDS CASH!
Hosted by **Dave Excellent**.
Excellentovision Production.

10.00 Let's Talk Turtle
A live and very frank studio discussion programme in which fist-fights are positively encouraged. Under discussion today: "Do you want a smack in the mouth or what?"
Chaired by **David V Excellent**.
Excellentovision Production.

10.40 This Morning
Presenters Richard 'Tesco Blag' Madely and Judy 'I'm 73, You Know' Finnegan are joined by TV mogul **Dave Excellent** for an interesting phone-in. Then there are some fashiony bits, some DIY tips, a short item about Princess Michael of Kent's hairstyle, an article about a donkey and Fred the annoying weatherman. Apart from the phone-in, it's all rather pathetic, but then it's not produced by 'you know who', is it? Next year, perhaps.

12.10 The All-New Rainbow
Fun for the kiddies – and mum too. Bungle can't work out how to stand up again after drinking 90 snakebites. Geoffrey, Zippy, George, Rod, Jane, Freddy and **Davey Excellent** help him out.
Excellentovision Production.

12.30 Excellentovision News
And Excellentovision National Weather.
Excellentovision Production.

1.20 Home And Away
Alf suspects that Bobby is the Summer Bay flasher. Bobby suspects Adam. Adam suspects Alf.
For cast, see Monday.

1.50 To Bring Us Up To Two
A ten-minute filler programme which puts the afternoon schedule back on course and makes sure that programmes finish at a sensible time. (Until Blockbusters throws them out again). With **Dave Excellent**.
Excellentovision Production.

2.00 Eh? Where's The Meat?
Vegetarian Cookery Programme. Today, master chef **Dave de Excellent** shows how you can actually remove all the 'animal bits' from a rasher of bacon.
Excellentovision Production.

3.00 Environment Matters
The weekly ecological programme, with **David Excellent**. How to recycle an elephant and make four umbrella holders, 5,000 handbags and several excellent shiny mantelpiece ornaments.
Excellentovision Production.

3.30 The Young Doctors
More hospital jaunts with the medical mop-heads from down under.
This week's cast includes:
Dr Bouffant Hairdo.........Jim Dale From Neighbours

3.55 to 5.10 Children's ITV
Dave Excellent introduces:
3.55 The Excellent Sooty Show
4.15 How To Be Excellent
4.40 Huckleberry Hound's Excellent Adventures
4.50 Crystal Tips And Excellentstair

5.10 Blockbusters
'Uncle Bob' Excellent hosts the teenage quiz in which one obnoxious sixth-former competes against two obnoxious sixth-formers for some wonderful prizes.
Today's Major Gold Run prize: Chile
Excellentovision Productions.

5.40 Excellentovision News And Excellentovision Weekend Weather.
Excellentovision Production.

6.00 I Say, I Say, I Say
First of an unusual but entertaining new series in which high-profile business people interview themselves. Yes – themselves.
Today: **Dave Excellent** interviews **Dave Excellent**.
Excellentovision Production.

6.30 The $64,000 Question
Bob Monkhouse asks the questions as Dagmar Grülsch (a housewife from Sutton) starts the long climb up the money mountain. Will she break the £6,400 barrier... and do you care, considering what's on directly afterwards?
Central Production.

7.00 The Five Hundred Thousand Trillion Dollar Question
Dave Excellent asks some brilliant questions as Jim Nbgume (a tyre-fitter from Hull) goes for that elusive 500,000, 000,000,000,000,000,000,000,000 prize.
Excellentovision Production.

7.30 Sportsworld Excellence
Don't forget to use your Dave-o-Vision 3D glasses – free only with last week's TV Times (or 50p from all good corner shops).
An hour of your favourite sports as you've never experienced them before. It's better than actually being there! Slow motion 3D close-ups of horses falling on jockeys! Amazing 3D X-ray footage of Formula One car smash-ups! What's it like to *be* the rugby ball? Find out with our mini-cam. Free-fall parachuting... without parachutes! It's 3D carnage. And lots, lots more.
Hosted by **David Excellent**.
Excellentovision Productions.

8.30 Half An Hour With The Stars
More stars than you could ever dream possible, all crammed together into the studio for 30 minutes. It's a paaaaaarty! And *you* can join in by phoning (0898) 222 2222. This week: Betty Boo, Trevor MacDonald, Jason Donovan, Judd Hirsch (from Taxi), Jimmy Saville, Lionel Ritchie, Kate O'Mara, Burt Reynolds, Liz Kershaw, The Bay City Rollers and a host of 'surprise guests'. Your 'party host' is **Dave Excellent**.
Excellentovision Production.

9.00 The Stinging Nettle Patch
An action-packed three part drama set in America, Spain and Finland, spanning five generations. Three feuding families experience rags-to-riches, riches-to-rags, lust, heartache, jealousy and, finally, all-conquering love. But is that the end of the story? *(Part two tomorrow.)*
Dave Excellent............Dave Excellent
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Little House In Hanoi.
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LWT Production.

11.30 The Long Goodnight
With **Dave Excellent**. Dave introduces the excellent 'all through the night' chat show. Guests are Nerys Hughes, Bod and Oliver Reed. Special acts include The Zany Juggling Jammy Dodger Brothers. Plus, win a flash Jaguar in the two o'clock news quiz.
Excellentovision Production.

So that's it. Business strategy, programming strategy and press pack. I really deserve a pat on the back, because I'm being even more excellent than usual (if that's possible). See you next month. (I think not actually. Ed.)

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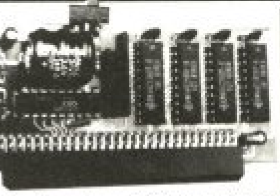
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● Will swop *After Burner* and *Operation Wolf* for *Their Finest Hour.* 15/16 Mount Peasant, Beedon.

● Amiga Exchange and Swops Club. For details, send an SAE to Amiga Swop, 50 Pilley Cresent, Cheltham, Glos. or phone Nick on (0242) 582471.

● *Teenage Mutant Hero Turtles, Super Grand Prix, Action Service, Fernadez Must Die,* for sale cheap!!! Phone (0352) 77891 and ask for Brendan.

● Wanted: Amiga contacts to swap or buy stuff: utils, games, PD, tips etc. Write to Martin, 262 Butchers Ltd. Canning Town, E16 1NH.

LONELY HEARTS

● 31 year old Amiga owner seeks female to swop demos, letters and anything else. Doug, 88 Dimsdale Cres, Bishop's Stortford, Herts.

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● Amiga and Mega Drive contacts wanted to swop latest stuff, pref. local area. Write to John Souter, 65 Beauty Avenue, Kirkton, Dundee.

● Got angst? Are you bored with the same old games? Why not write to me. I am Dan Woodstock, 23A King's Drive, Bristall, Batley, West Yorks, W17 9JJ. 100% REPLY!

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PEN PALS

● Amiga penpals wanted to swop games, tips, utilites etc. I have a large selection of software. All letters replied to, so send letters/ disks to: Jayne Thorpe, 29 The Chase, Leverington Road, Wishbech, Cambs. PE13 1RX.

● Urgently needed: Amiga contacts to share hints and tips etc.Send a letter about yourself to: Hannah Piekarz, 44 Embrook Way, Calcot, Reading, Berks,RG3 7BG. 100% reply.

● IBM contacts wanted for swoping. Preferably an Ad-lib or Soundblaster owner. Write with a list to: Ole Jakob, 6240 Sjoholt, Norway.

● Hi! People penpals wanted, any sex, to swop PD disk and games list. If you cannot write me, phone me on (0734) 669244 after six o'clock. Hear from you soon.

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● Amiga pen pal wanted to swap PD disks and share hints. Send lists and disks (if possible) to Sharif Al-om, c/o Ahmad Al-oum, PO Box 3548, Dubai, UAE.

● Amiga contacts wanted –100% reply. Send disk/list or SAE for my disk to David Ellis, 31 Zulu Road, Newbasford, Notts NG77DS.

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MESSAGES AND EVENTS

● To Christie Smith of Quedfeley, Glos. Thought I'd make it clear to you about my feelings for you. Love you lots Chrissy Stephens of Swindon Village, Chestham.

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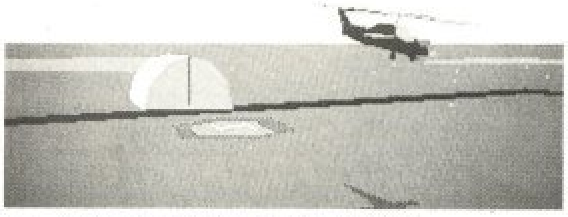
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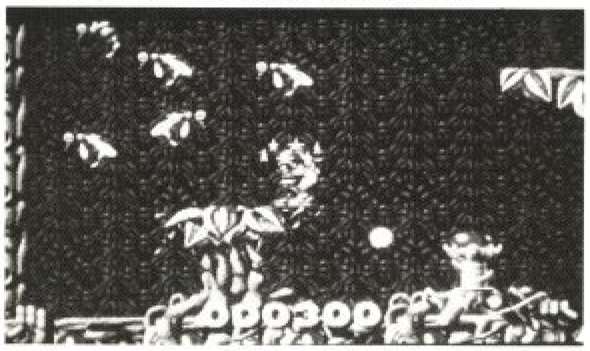
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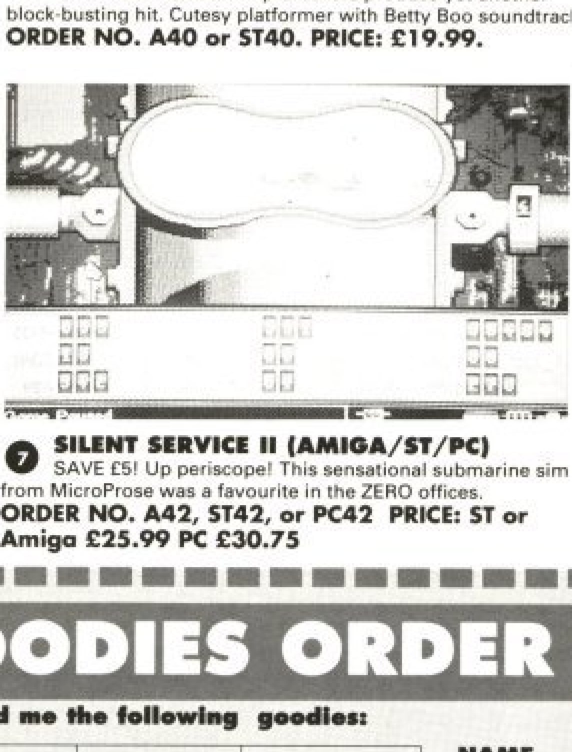
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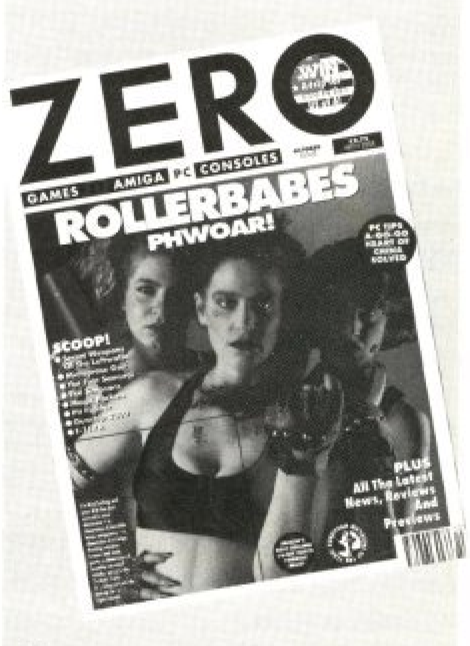
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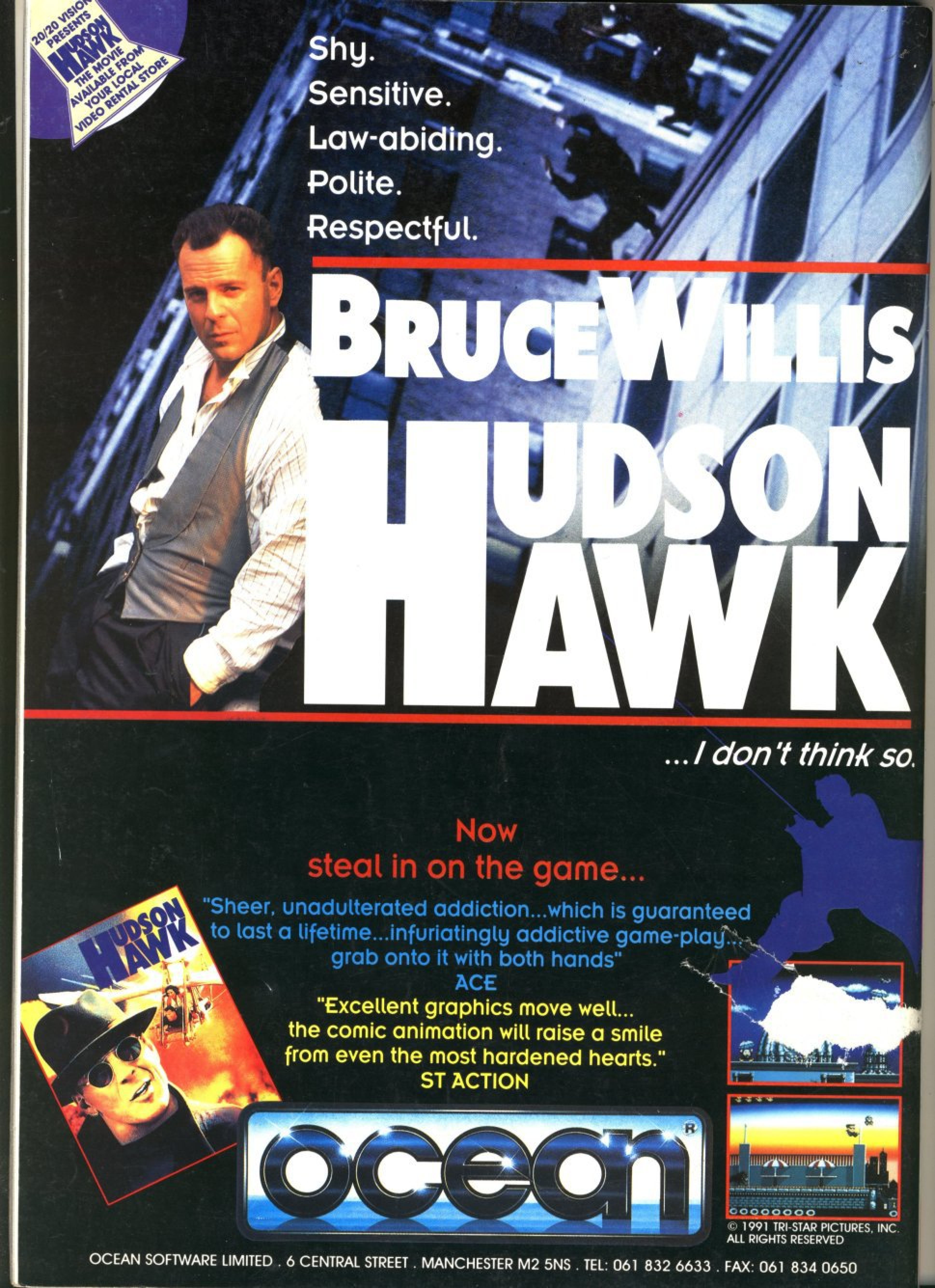
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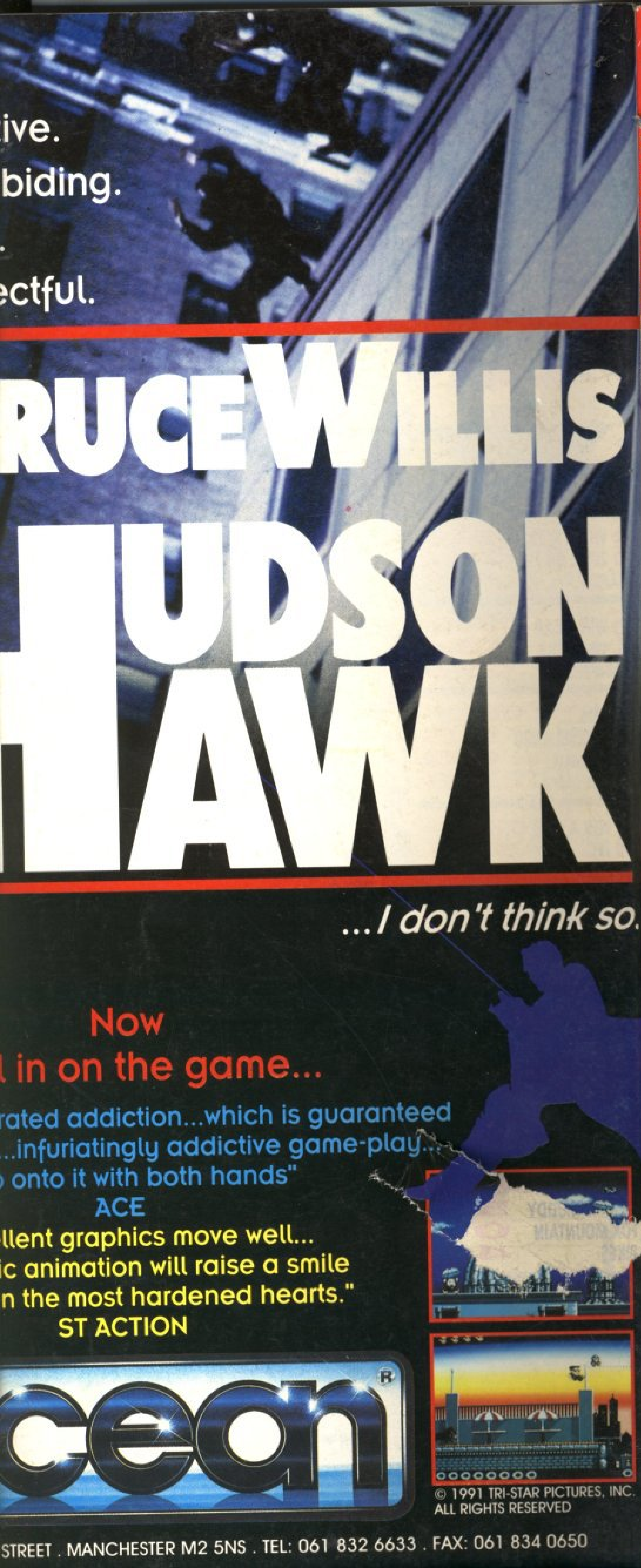
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SSUE TWENTY-SEVEN ZERO The banana is not in fact a fruit, but a very large herb. Amazing. JANUARY 1992

